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Nintendo 64 (1997-2003)

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- Starcraft 64
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MARIO TENNIS



Mario and his colorful cohorts are charging the net in a terrific take on tennis from Camelot and Nintendo, the masterminds behind Mario Golf. We're serving up the baseline skills you'll need to net a win.



22

Ogre Battle 64



The thing of choosing an ally against the mastermind of Zerkov's, Ramon and Morgan also in the war the country-side of Fafnir's. An Magma Golem, you'll see. To get on with the story, even see it off with a noble companion against the Holy Lido Empire. Study the battle plans to ensure a victory in Alton's conquest to it.

32

Rush 2049



In the cities of the future, cars will fly through the sky and then come crashing back down to earth. Midway's top air racing franchise has returned in the year 2049. Layers of aerial acrobatics and turbo-charged accelerators. Who'll give you a preview of the high octane action you can expect some 50 years down the road.

50

Disney's Donald Duck



There he's ready. You want to, but if you had to know that he's not yet under the G.U. Soft is preparing to send Disney's most beloved bird on a flying mission, both through a gamut of cartoonish chaos in the Mid. Don't ruffle your feathers now! It gives you a preview of Donald's wings.

84

Perfect Dark



There's also conspiracy about in Game Boy Color. Everybody at Eon are transferring all the high-tech action from the N64 masterpiece into a pocket-sized adventure. One promise will about come back on the cinematic front. Juvenile Dark comes in a small window for you.

CONTENTS

Volume 135 • August 2000

Game Strategies

Mario Tennis	14
Ogre Battle 64	22
NFL QB Club 2001	38
Starcraft 64	44
Blues Brothers 2000	56
Stunt Racer 64	62
Austin Powers	90

Special Features

Road Test:

San Francisco Rush 2049 ..	32
Running a Fowl:	
Disney's Donald Duck	50
Thrills and Spells:	
Dragon Warrior I&II	68
Little Jo:	
Perfect Dark GBC	84

Departments

Player's Pulse	8
NP Online	12
Classified Information	52
Pokécenter	78
Arena	96
Player's Poll Contest	98
Counselors' Corner	100
Game Boy a-Go-Go	104
Now Playing	116
Pak Watch	122
Next Issue	128
Game List	128

player's pulse

We've always known that our readers were among the most avid gamers around. What we didn't know was how closely you were paying attention to the subtleties of your games. We asked for game character crossovers, and your impressive responses set the record straight.

You Look Familiar

In response to Write Away, Right Away, there is a Mario cameo appearance in Pilotwings 64. In one of the stages, Mario's face appears on Mount Rushmore. If you hit it, it turns into Wario's face! Cool, huh?

*Anonymous
Via the Internet*



Box Art: Gex 3: Deep in the Woods

Anyone who has beaten Donkey Kong Country 2 can see Mario, Yoshi and Link in Cranky's Hall of Fame.

*Josh Haight
Wilmington, NC*

In The Legend of Zelda: Ocarina of Time, after you talk with Princess Zelda, if you look in the windows at the sides of the garden, you can see some of the Nintendo characters like Mario, Bowser, Toad and others. If you check a bomb at the pictures, a guard will come in and throw it right back. It's really neat.

*Aaron Herman
Lombay, ON*

I noticed Coriir in Banjo-Kazooie. He is in the four-bed cabin, above one of the top-right beds in Krazy Bucker Bay.

*Jan McNeil
Via the Internet*

In The Legend of Zelda: A Link to the Past for the Super NES, there is a house in the village in the Dark

World with a picture of Mario hanging on the back wall. If you pull on the picture, four rapiers will pop out. This works only once, though.

*Jake Hladki
Via the Internet*

There are many cameo appearances that are obvious for some, but others don't even realize it. In Zelda 64, you can buy a mask that looks a lot like Pikachu's face. Another connection involving Pokémon is Hastroise. I can't believe no one has said anything before about what he looks like. Look at him—he's large, got big arms, a shell and just look at his face. Now just color him green and put some spikes on his shell...and bingo! You got Bowser!

Niki

Niki Sorens, NY
Your character creator sightings are certainly creative. Nika, The Kratos, Mask in Ocarina of Time may get lost and link and have pony ears, but the Kratos is actually a fer with three tails. And Blastoise as a reincarnation of Mario's nemesis? You may be on to something, but for now we'd just have to say that the truth is out there.

In the beginning of Donkey Kong 64, just outside of DK's shower you



Will find a picture of Banjo and Kazooie.

*Therapy D
Via the Internet*

There are plenty of special showings in The Legend of Zelda: Link's Awakening DX. Goombas and Piranha Plants from the Mario Bros. games infest dungeons throughout the whole game. Kirby shows his evil side, unfortunately, and tries to suck you up in the second dungeon, the Eagle's Tower. The orb that you use to destroy the pillars in the Eagle's Tower looks amazingly like a Poké Ball from Pokémon Red, Blue and Yellow too.

*Rory Padman
Preston, CA*

I was playing the Rains on Perfect Dark when I noticed something. The Callisto NTG is really just a big Ocarina of Time!

*Anonymous
Via the Internet*

It may look like an overkill, but the Callisto NTG plays a tone few people would describe as ironic to their ears.

In Super Mario RPG for the Super NES, Link can be found sleeping peacefully in a hotel, which raises the question: What's with

the babbies coming out of his nose?

*Anonymous
Via the Internet*

Not only is Link in Super Mario RPG, but Super from Metal Gear is also hidden in the game. As for your question, do you really want to know?

In F-Zero Race for Green Bay, after you win a race, Tard waves to you.

*Bobby Roca
Via the Internet*

When you beat level 10, a bright 5 of Tetris for the NES, a whole truckload of NES characters there for you. They include Mario, Link, Samus and a host of others. Also, in Pokémon Red, Blue and Yellow, when you go 1000 Celsius Department Store, Ash plays a Mario video game. Not only that, but he owns a Super NES.

*Ashen Telo
Via the Internet*

The "best of them" in Triv includes Donkey Kong, Peach, Luigi and Bowser.

*Jim Daxe
Port Wayne, IN*

You asked if anyone had seen cameo appearances of characters from one game in another I have. In Resident Evil 4, there is a poster of young Link playing the ocarina located in the library of the R.R.D. building. It's close to the area where you light the fireplace to get the red ruby.

*Walter Jones
Via the Internet*

On the Super NES, the Arwing appears in Street Race EX. The NG4 has recently exploded with crossovers. Yoshi is in Super Mario 64, Peach's castle appears in one of the Metal Knight games and Donkey Kong Mode is available in GoldenEye 007.

*Ed Price
Asheville, NC*

Nothing gets past you, does it? It isn't much of a surprise to see Yoshi hanging around Mario's house, but the thought of Peach living in the same neighborhood as Johnny Cage and Sub-Zero makes me raise my eyebrows. Are you sure about that one?

Power Outage

Hey you guys! There was something wrong with your Power Awards. I noticed on your nominations on page 97 of Volume 130, you have a Best Update of a Classic category. On your winners list, that category is never mentioned. I want to know who won it.

*Joe Kapp
Fayetteville, MN*

Uh...it was stolen from the same trash as the Oscars were? The Nintendo Power Awards academy is a school and updated and apologies for the oversight. And yes, without further ado, the winner of the Best Update of a Classic category was Super Mario Bros. Deluxe for Game Boy. The first runner-up was Gamelet Legends for NG4.

*Jeff Jones
Via the Internet*



and the second runner-up was Paperboy (NG4) Special!

Bigger!

I think you missed a very important nominee in the best magazine/book category. The nominee you should have put in the category is the Big Bag Fun Club from Jet Force Gemini. The people at Base obviously believe, like I do, that disco is not dead.

*Joe Kapp
Fayetteville, MN*

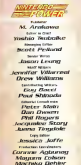
Does...and...obviously not? To prove to you that Nintendo is still doing the best after all these years, we signed disco duo Donna Summer to record the three-song to The Power of One, the new feature-filled Pokémon the Movie 2000.

Most Annoying Opposition

Hey N! What happened to the silly awards from last year, like "Most Annoying" than the Spice Girls? These were my favorites!

*Cliv Palensky
Edison, NJ*

We think you know the answer to that one, Cliv. The Spice Girls' 25 minutes of fame had expired by the time we printed our awards newsletter.



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UNTANGLING THE WEB

Welcome to our new department — Nintendo Power Online — the monthly magazine site that tells you what's new and what's happening on Nintendo's official websites. You're just one click away from total immersion in all things Nintendo.



www.nintendo.com



In addition to Nintendo Power Online, readers should look for the NP logo that appears throughout the magazine. Whenever you see it, you'll be able to find more information about the game or event you're looking for.

Whether you enter nintendo.com or nintendopower.com through your Internet browser, the results will be the same. You'll end up in the most comprehensive family of web pages created exclusively for Nintendo players and Nintendo Power readers. Studies have shown that more and more people these days get their news from online sources, but it's not easy keeping up on all the URLs and new sites that pop up like mushrooms overnight. And even the most sophisticated search engines can't tell you

Many of Nintendo's web sites, such as pokemon.com, have new features appearing on a regular basis. Let us help you connect with updates and news items.

what to expect from a website. That's where Nintendo Power Online comes in. Every month you'll read about the new official Nintendo sites, and you'll find out where you can meet other gamers online or look up strategic information for your favorite games. You'll hear about exclusive online contests, activities, game previews, special offers and more. You'll even have a complete listing of all of Nintendo's official websites, making it easy to navigate from one hot spot to the next. It all begins now.

RETURN TO CAMP HYRULE

www.camphyrule.com

Summer vacation is about having fun, meeting new friends and discovering yourself underneath on top of the foggiest—at least that's the way it is at Camp Hyrule. For the sixth year in a row, Nintendo Power's online camp counselors and gooblers will entertain thousands of campers between August 7th and August 17th. As in previous years, campers will be led by a Nintendo Game Play Counselor in a wedding quest to accumulate points for the glory of their cabin and to win some cool prizes. Last year's camp featured areas such as Lake Webosonda, the Ben Pine, the Amphithe-

ater and the Moss Hall. Many of those sites will return along with this year's featured games: *Pokemon Gold & Silver*, *Mario Tennis* and *The Legend of Zelda: Majora's Mask*. A new Mario sports complex will have tournaments for Mario Tennis and Mario Golf. Look for sign-up info at camphyrule.com during the week ending July 28th.



QUICK BYTES

NEWS

The biggest gaming news event of August is Nintendo's Spike World show where long-awaited information on Project Dolphin and Game Boy Advance should highlight the three-day event. You'll be able to catch all of the action with live updates from Makabani-Meanie.com.

SITES

Debuting in June, starcraft64.com makes use of RealPlayer and Shockwave Player for impressive sound and animation. You'll view Terrain, Zerg and Protoss news, receive descriptions of units and basic game play, and even be able to send specialized e-card greetings from the depths of space.



GAME REVIEWS

The NFL season may kick off in September, but August is the month that Nintendo's online pigeon pros will play, ponder and pick between Madden NFL 2001, NFL Quarterback Club 2001 and NFL Blitz 2001. They'll take a look at Street Racer 64 and jabs of Game Boy Color titles, too.

STRATEGY

When you need game strategy right away, the best sources are nintendo.com and nintendopower.com. In August, the gaming web meatus will have complete information on *Crysis* and *Wurocked*—two of the deepest Game Boy titles ever.

CONTESTS

Subscribers to the Nintendo Power Secure e-mail newsletter are automatically entered into the monthly contest. You can sign up for a free subscription on the nintendo.com home page, pokemon.com home page or gameboy.com home page. Past winners have received first-edition boxes of the Pokémon Trading Card Game, a Pokémon Stadium Bandic, and an autographed They Hawk skateboard.

GAMEBOY.COM

Over 100 million Game Boy units have been sold worldwide since about 1989. Game Boy games ownable, which includes the Game Boy Advance (including updates on Game Boy Advance) and fun come with a wallpaper, screensaver, and the Game Boy Advance. You can also see the complete list of updates and existing sites most, which include Game Boy Color compatibility information. The Game Boy Advance.



KIRBY64.COM

Kirby's first website features Flash and Quicktime goodies, but there's also a low-bandwidth page for graphically challenged browsers! Once you enter Kirby's domain, you'll find Kirby's world, Kirby's Mirror, and great Kirby information that really breathes life into the site. Don't miss the connection with Kirby's universe, which is all in the Kirby's Kirby's world. Kirby's world is a friend.



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MARIO TENNIS

DISORDER IN THE COURT

©2004 Nintendo/GameLab

When Mario Golf did for video putting, Mario Tennis does for video volleying. Screwed up by Nintendo and GameLab, the developers behind Mario's former glory, Mario Tennis is the perfect party game, *zany* to go with zany-looking four-player action that bounces back and forth at a pace that would give any line judge a case of whiplash. Fast action aside, the game sports big appeal since it's easy to learn and hard to

put down. Seasoned with arcade touches like power-ups and scoring cones, Mario Tennis for the N64 keeps the excitement unpredictable and the pro moves accessible. But just because having a power smash can be simple doesn't mean the game's whole whoa-oo of Mushroom Kingdom play is filled with pushovers. The balls in your court. Find out what the racket's about.



WAYS TO PLAY

At its core, the upcoming Zelda, Banjo and Pokémon sequels were on display, but that didn't stop Mario Tennis from drawing the big crowd. The game's four-player doubles match proved to be a grand slam, and it's a must try for anyone with more than one Controller. And even if you're alone, Mario Tennis can be your perfect match.

FOUR-WAY FRAY

There's no waiting for your turn or wondering where your rival is on the split screen. The four-player match in Mario Tennis is one of the few N64 multiplayer modes in which all four contestants are constantly interesting on the same screen. Teamwork is key, since players must pair up. Cover your partner's back and know your bounds.



SPECIAL MATCHES

Mario Tennis puts new spins on the sport, including a Seven-Point Tiebreaker scenario. In addition to the special matches detailed below, the game features Demo Mode, a matchup of your own design played entirely by CPU players of your choosing. While it's intended for your viewing pleasure, it's a good mode for observing the tactics of your rivals.



« Ring Shot

While keeping the ball in play, you must also try to hit the ball through target rings. Your opponents can clear rings for you, too, so lead them into returning shots through hoops you need to clear.



« Piranha Challenge

Multiple Piranha Plants on the sidelines spit out balls for you to return to your opponent. Don't let any of the balls from their mouths burrow a slip past you, and he'll show your rival to wait.

Bowser Stage»

When the ball's in Bowser's court, which features up and down, aim for the power-up cubes floating above the net. Hit it to activate your wishing to drain and your opponent when you return the ball.



TOURNAMENT MODE

In Tournament Mode, you'll work your way up an eight-compete ladder to win trophies like the Mushroom Cup and Flower Cup. Each matchup consists of a set of two games, and by winning three matchups, you'll score the cup. If you lose a set, there's always the rematch.

Game, Set and Match



Every tournament cup is played on a different type of court, so the ball will react with its unique surface in different ways. By winning cups, you can unlock hidden courts, like the Mushroom Cup's prize, the Mario Bros. Court.



STATUS SYMBOLS

Like Mario Golf, Mario Tennis conceals hidden extras. Unlock characters and other secrets by clearing matches or completing modes with every one of the available characters. The Status section of the Options menu keeps track of every character's victory in the game's Exhibition, Tournament and Ring Shot Modes and their scenarios.



TENNIS, ANYONE?

At the time of this issue, 14 players are available. Whether they specialize in technique or trickery, all of the racket wielders play with the finesse and power of King of Spines—and even the temper of Cannon if you consider Waluigi, the latest addition to the Mario family.



Mario

Assured, Mario is the well-oiled character. With the other tactics players (and) in speed, technique, tricks or power, Mario possesses a balance of all of these styles of play.



Luigi

The only character besides Mario who's well rounded in all aspects is Luigi. Like his brother, Luigi has average abilities and no stand-out strengths or weaknesses, making him a great first choice.



Peach

Peach is team with tennis techniques, so she excels at hitting the ball, whereas it needs to be her speed to swing. Though, as if some one manages to return her killer shot, she may have to make a mid-field shot.



Baby Mario

For an infant who can barely walk, Baby Mario is proof that you can be that good at tennis on the court, but beware if the ball can't return to him—the crib may just be in with a bang of his own.



Yoshi

Yoshi's specialty is speed, so he's effective against the slower, power players. If you're an all-rounder like Luigi, Yoshi'll blow you a great party for franchising you want to get into pasties.



Donkey Kong

DK boasts a handful of strength, making him great with the power shots. The trickiest is that the same isn't why these are able to speedily, so he shouldn't rely for those who prefer of the court.



Waluigi

Freaky Luigi probably why you've never seen him in a Mario game, Waluigi is a huge character, the very muscular and energetic is meant to look like his skilled technique and court. Perhaps finally they gave us a rival to Mario's status in a new game, who, believe it or not, came from a rival to the name of the world's greatest Japanese for someone who's tall.



Paratroopa

Stick with the tricky plays, the winged Paratroopa get underhanded with the backshots. Expect it to deal out speedy tennis, including, drop shots and other unpredictable hits into the net.



Wario

New with an equally nasty attitude, Wario can disappear Mario and Luigi with his new ball. Waluigi's partner is complemented by the new character on the tennis speed, Wario's slow but powerful.



Daisy

Hailing from Super Mario World, Daisy is a strong, sleek character who was included to be Luigi's closest double partner. And's a good bet she'll make Daisy spin to excellent technique.



Toad

Other than Peach and Daisy, Toad is clearly an order of magnitude to be the best power technique. Use his to counter the power shots and to be a bigger like DK, Bowser, and Wario.



Birdo

A veteran villain who has crossed paths with Mario and company in games like Super Mario RPG, Birdo knows exactly how to play on the tennis court. In fact, another speed, she can run circles around them.



Bowser

Slow, but so much. Bowser can smack the ball with his great power. Expect his shots to come flying at you with a glow, the hell he sign that. The ball has been hit with an extra splash of power.



Boo

Boo is a spirited player who'll use tricky plays to earn a victory. Like Paratroopa, Boo specializes in tricky maneuvers and to try to counter, so stay on your toes when you'd against the spirit then.



RAISE A RACKET

Tennis matches both study and camaraderie. Learn how to gauge your opponent and recognize when good opportunities arise. A partner backing you up is always a help, so whether you're playing a singles or doubles game, you'll need to know how to anticipate moves.



THE SINGLES GAME

With one-half of the court to defend alone, the player in singles matches can be very vulnerable. Know the danger zones on the court—the net and the back corners—and lure your opponent into them to get the upper hand when returning a shot.

Surfing the Net



When you see a star appear on the ground, it's time for a rushing like net. The ball will fall where the star is, and the best move is to swing out a special shot, like a smash that will dig the ball close to the other side of the net.



Always on the Run



Keep your opponent at the run by returning the ball as far away from your field as possible. By alternately returning the ball to opposite corners of the court, you'll render half of your opponent's court undefended. Try it on slow opponents like DK.

Know Your Opponent



Play off your opponent's weaknesses. Keep your characteristics in the run and use tricky shots against specific players. Paratroopa is slow, so you can hit her backhand. Boo, all players are right handed by default, but you can change that by pressing and holding L when selecting a character.

THE DOUBLES GAME

Doubles matches can be a mess if you don't respect where your partner is playing. A CPU-controlled partner will stick to the front or back of the court, so avoid overlapping your boards.

Covering the Entire Court



There's no point in having both partners defend the front or back half of the court at the same time. If your CPU partner begins a round standing in the front, your job will stay the net. Stick to the back half of the court to cover your partner and to avoid interrupt the play.



A Backup Plan



When your partner zips, you should, too. Hit every, the left and right sides of the court will always be defended. For the most part, your partner will be able to handle the returns that help his or her game of defense, so don't risk leaving part of your court wide open.

Nothing but Net



If your partner is willing with a risk at the net, you'll want to be on the back of the court. Don't rely on the back of your partner as your responsibility, so you must be ready to cover any shot that breaks out of that critical outzone.

ON THE BALL

Once you've mastered defending and dominating the court, you can focus on perfecting your swing. *MT* features a variety of ways to smack the ball over the net, so while it may be obvious that you'll aim for the far side of your opponent's defensive zone, the way you affect the ball's trajectory and speed will make things unpredictable.

SERVING

When the ball's in your court, you have two chances per point to serve the ball. If you botch both tries, your opponent will win the point, so don't get too fancy until you've confided with your skin. Once you've become a sharpshooting server, aim for the sidelines or send the ball so it barely clears the net.

Good Service »

When you serve, you can add some power to the ball to give your opponent less time to react. Refer to the Color Coding section on page 12 to find out how to serve a power shot. If you hit your speedy serve at the back corner of the court, you'll keep your opponent boxed in a small zone of defense.



« Good Return

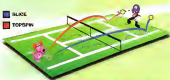
After serving the ball to the back corner, quickly position yourself in the middle of the court so you'll be perfectly positioned to intercept your rival's return. Whether the ball goes down the middle or sails for a back corner, it won't be too far out of your reach.



SLICE OR TOPSPIN

Hitting a slice and putting topspin on your shots are tricky ways of returning the ball. Both styles make it hard for your opponent to anticipate where the ball will go after it bounces, and both are effective when your rival is far from the net.

- SLICE
- TOPSPIN



Slice Advice »

Press B to hit slices, a drawing shot that sails far over the net and then bounces high when hitting the ground. Players will expect it to fly far after it bounces, so they'll probably back up more time they really should in preparation for the return.



« Down with the Topspin

Topspin is the opposite of a slice. A ball hit with topspin will drop a bit more abruptly than a slice before it sails along its speedy, horizontal trajectory. The A Button serves as the topper, which can catch players off guard if they're close to the net.



LOB SHOTS & DROP SHOTS

The best opportunity for unleashing the tricky lob shots and drop shots is when a star appears on the ground on your side of the court. Steer yourself at the star, then blast out a lob shot or drop shot depending on your opponent's proximity to the net.

■ LOB SHOT

■ DROP SHOT



POWER SHOTS *NR*

To hit with extra gusto, power up your shot by using one of the buttons sequenced detailed in the Color Coding section. While you're charging up your shot, you won't be able to run, so hit Z to cancel your shot if you need to reposition yourself.



« Powers That Be

Power shots raise the velocity of your swing. Unlike slice, you're supposed to be changing up since powering can lock you in place on the court. White lines will outline from your racket to indicate that you're firing up a power shot, and the ball will fly with a glowing trail if you've struck with the force of power.



A Lob for the Job



Whenever your opponent makes a star, hold up your rival's return with a lob. If you hit it right, the high-flying shot will end over your opponent's head. Rapidly press the A Button, then the B Button to pop one over.

Dropping In



If your opponent has just returned a shot from the back of the court, check out your rival; you'll have time to send in a drop shot. Return that plug down in the front of the court. To hit a shot like that, press B and then A.

Color Coding

Each type of power shot speeds up the ball and makes it glow in different colored auras. To hit a blue blazing power slice, tap B, then press and hold B. Tap A then A for the orange power topper. For the purple power smash, hit A or B followed by a simultaneous tap of A and B.

« Power Slice

« Power Topspin

« Power Smash



A SMASHING GOOD TIME

A sure-fire meaty layer smash, Mario's known to enjoy the sports racket as just as frantic for solo players who'll dual with CPU rivals playing like they're primed for Wimbledon. Mario Tennis, like its cousin, Mario Golf, offers plenty to unlock, so keep the ball in play. Maybe you'll even find DK Jr. and the Sky Guy...



TENNIS TALK

It's no surprise that the developers at Camelot were able to make Mario Tennis a top-notch game, but the big shocker is how quickly they were able to create the grand-slammer smasher. In an interview with Camelot's President, Hiroyuki Takahashi, and Vice President, Syugo Takahashi, the two talk about the game's quick development, the creation of Waijigi and why Wario doesn't have a girlfriend...



Hiroyuki Takahashi
President of Camelot

Syugo Takahashi
Vice President of Camelot

NP: Nintendo Power: (H)ve surprised you were able to complete a new Mario sports game within a year of finishing Mario Golf. How were you able to do it?

HT: Hiroyuki Takahashi: (Laughing) We're not sure how! One thought is that our development team is very good at teamwork. I don't know how other companies work, but at Camelot, we see always trying to build new things on top of the know-how we've already established. We don't try to make huge jumps all at once.

NP: Does that mean you're not trying to set overly ambitious goals?

HT: Remember that we had mentioned that we wanted to produce an RPG game...

NP: You! We've been waiting for that. How is that going?

Syugo Takahashi: (Laughing) We were trying to start it.

HT: We were working on building the bones for an RPG on N64. When the Dolphin project was revealed, I started to think, "What would be the most fun N64 users could have in a hardware transition period?" Then we started developing a tennis game for the N64. And when Game Boy Advance was revealed, we thought, "Um... that's another route we could take." (Laughs) When new hardware is about to be launched, we usually try to make an action game rather than a role-playing-type of game. Anyway, we reorganized our software development lineup based on the hardware release schedule, and we decided that tennis would be best for the N64. And the development period wouldn't be long for that type of game.

NP: Did you plan to use Mario from the beginning?

ST: Yes, but I wanted to get permission first. I thought we needed to develop the idea and Nintendo would say, "Please use Mario for your idea." The test version already had actual, playable characters.

Mr. Miyamoto liked our game, and we were very happy about that.

NP: How did you come up with the new character, Waijigi?

HT: I think tennis has a bigger emphasis on competition. But we couldn't find anyone who played the bad guy "best" role in the Mario world. We discussed creating a new character players would like to beat, and our development team came up with Waijigi.

ST: Since tennis has a long history in video games, we felt that people may have a need and standard view of it. But Mario Tennis has new features in play control, and its sense of action is also new. We developed this game to create a new genre of sports game. Then we discussed keeping "something new" as a slogan for our department. I suggested a new character, and the design team came up with Waijigi. I was concerned about how Nintendo would feel about this new character, but Mr. Miyamoto loved Waijigi.

NP: Mario Tennis also features Diddy, a character who isn't here in papasius.

ST: We wanted to have a similar partner for Luigi, like how Mario and Princess Peach have one another. We asked Nintendo, and Nintendo suggested Diddy.

HT: We asked Nintendo about girlfriends for Wario and Waijigi, too, but Mr. Miyamoto said that he didn't even want to see their girlfriends. (Laughs)

ST: (Laughing) It is easy to imagine what type of girls they are. We actually had an idea for players choosing partners for a mixed doubles game. But... um... we'd rather not see what Wario's girlfriend would look like. (Laughs) But it would be fun if we could come up with partners for the characters to have relationships with. For example, someone for Bowser or Boo.

Special thanks to The 64 Drivers magazine for help with this interview.

GET READY TO CRUMBLE.



IN-THEATERS THIS SUMMER



Person of Lordly Caliber

© 1999 Nintendo. Ogre Battle 64 is a trademark of Nintendo. Licensed and published by Atlus.

While the Kingdom of Polatiras sinks into chaos, just one rebellious warrior seeks to reverse the tide of doom.

A Legend Returns

The long wait is almost over. *Ogre Battle 64: Person of Lordly Caliber* will take the stage this September to the applause of legions of RPG and strategy game fans. They'll discover a sprawling world with warring plots, hundreds of characters and a seemingly endless series of tactical choices. For gamers who like to manipulate units and conquer territory, *Ogre Battle 64* has no equal. *Ogre Battle 64* grips you like a good novel, and it challenges you in ways that no other N64 game can. Nintendo Power offers strategies that will get you off to a good start, but the game is far too vast to cover in one article. Besides, there isn't one correct way to progress through this masterpiece from Atlus and Quest. In the end, you alone must free the ogres of the motherland and bring peace to the land.



TEEN HP: HOW IT RATES

Ogre Battle 64 earns a fine rating for the vast of strategy fans, which is to be expected with the release of some characters. It could be considered offensive to some players.



Building a Better Ogze

The Super NES version of *Ogre Battle* built a cultlike following of gamers based on its depth of play. There were so many endings that no one was really sure how many ways you could play the game. *Ogre Battle 64* is the same sort of beast. Players will be able to tweak every character, creating specialized and powerful units and commanding them in a vast campaign with three storylines.

Matters of Character

Ogre Battle 64 characters can be heroic warriors that you control, people you meet in the game, or magical creatures that may be friends or foes. Characters that exist combat are used in categories such as HP, Agility and Strength.



A character's rankings in the seven categories will grow with experience gained in battle.

HP
VIT
MEN
DEX
STR
INT
AGI



Show Some Class

As characters grow, they will become eligible to change their class. A male human Fighter, for instance, can become a Knight. But depending on the character's Alignment and available items, he could become a Wizard or Beast Master instead of a Knight.



Your Duty

In each mission, you'll have a winning condition, which involves capturing an enemy position. The briefing prior to the mission will give you all the details and an illustrated map.



United They Stand

Units of up to five characters make up the basic combat group. Players can give their units orders, such as "Attack Leader," but all combat is carried out by the computer. The attacks and spells used depend on the placement of the characters on a nine-square grid.



Battle Standard

Combat is automatic when units encounter each other. Players can control the outcome of the battle by setting up strong formations and using the Interrupt Commands. Switch off the battle animations to save time.



The General's Strategy

Whether they command the Palatine Army or lead a band of rebel fighters, players have a lot to think about. Alignment, recruitment, class changes and setting up a customized character are complex tasks. Those who master the basics will field a stronger army.

Elemental Forces

The *Elemental Forces* is the spiritual power that you choose at the outset of the game. You can summon fire, water, wind or earth attacks once the *Intercept Gauge* fills three times in a battle. Carefully aligned characters should use the Holy powers. Chaotic characters should use Darkness.



Weapons and items may have element affinities, as well. A fire-aligned character needs a fire-aligned weapon to reach maximum strength.



The level of your main character determines the strength of the *Elemental Force* attacks. The elemental force may be more than one enemy.



Create a Leader

Much of the course of *Ogre Battle 64* is set at the beginning of the game when you set a series of questions. Your answers to those six questions will generate a profile of your character, and that will determine the skills of your main character and the types of companions who begin the game with you. The charts below will help you choose your character. For instance, if you want to become a Magic User, respond to the questions with the highest values answers shown in the chart. For the first question, "What does thou hold within thy sword?" you would answer *Ardu* or *Hated*, because each answer gives you 16 points. The four ratings to the right will help you determine what companions you'll have to your army.

	Ardu	Hate	Faith	Amuse	Severely	Changes	Total
Weapons	12	12	12	0	0	0	36
Stage Item	16	16	0	16	16	0	74
Specialist	0	0	0	0	0	0	0
Leader	0	0	16	0	0	0	16

Six Questions

	What does thou hold within thy sword?					
	Ardu	Faith	Vigor	Amuse	Severely	Changes
Weapons	12	16	0	0	0	16
Stage Item	16	16	0	0	0	16
Specialist	0	0	12	16	16	0
Leader	0	12	16	0	0	16

1 Enter your answer for each item form above the example, then add to the total for each row. The highest number determines the leader. In the example, *Magic User* is the leader, so the first and complete characters found in the first row of the *Magic User* entry in the initial units chart, where you'll find a Sorcerer, three Fighters and a Soldier.

2 To determine the second unit, take the largest number and subtract 32 from it. The resulting set of four totals is 36, 44, 36, 36. Since 36 is the highest number, you'll use the lower unit you need to look at: the *Third* number, two rows in the initial units chart to see which in the second row it's a *Dull Master*, *Amazon* and three *Soldiers*.

3 To determine the third unit, subtract 32 from the highest at number 136 (30+24) to get the four numbers 36, 44, 36, 24. Since 44 is the highest number, and it's in the *Magic User* row, you'll need to look at the third *Magic User* row in the initial units chart where you'll see that you'll get a Sorcerer and a Soldier.

4 The first unit is determined by subtracting 32 from 44 (the highest number) to get 12. That gives you a set including 36, 32, 36 and 24. When two high numbers are the same, you'll have to determine the leader by using the following order: *Wizard* (first), *Magic User*, *Soldier*, *Ardu* (last). In our example, the fourth Warrior row includes a *Phoenix* and a *Soldier*.

	What think thou ever wish thy sword?					
	Ardu	Faith	Vigor	Amuse	Severely	Changes
Weapons	0	0	0	0	0	0
Stage Item	0	0	0	0	0	0
Specialist	0	0	0	0	0	0
Leader	0	0	0	0	0	0

	In what shall thou traverse the world?					
	Ardu	Faith	Vigor	Amuse	Severely	Changes
Weapons	0	12	16	0	16	0
Stage Item	0	0	12	16	16	0
Specialist	16	0	0	0	0	16
Leader	12	16	0	0	0	12

	What shall thou use after the quest?					
	Ardu	Faith	Vigor	Amuse	Severely	Changes
Weapons	16	12	0	0	0	16
Stage Item	0	0	0	0	0	0
Specialist	0	0	0	0	0	0
Leader	0	16	12	0	0	16

	What dost thou wish best?					
	Ardu	Faith	Vigor	Amuse	Severely	Changes
Weapons	0	0	16	12	0	12
Stage Item	0	16	12	0	0	16
Specialist	16	0	0	0	12	0
Leader	12	0	0	16	16	0

	What shall thou use from this quest?					
	Ardu	Faith	Vigor	Amuse	Severely	Changes
Weapons	0	0	0	12	16	16
Stage Item	0	0	0	0	0	0
Specialist	12	0	0	0	0	0
Leader	16	0	0	12	0	12



Initial Units

Leader	1	2	3	4	5	6
Weapons	1 Knight	1 Fighter x2	1 Archer x2	1 Mage x2	1 Priest x2	1 Soldier x2
Stage Item	2 Ardu	1 Amazon	1 Soldier x2	1 Soldier x2	1 Soldier x2	1 Soldier x2
Specialist	3 Phoenix	1 Soldier x2	1 Soldier x2	1 Soldier x2	1 Soldier x2	1 Soldier x2
Leader	4 Knight	1 Fighter x2	1 Archer x2	1 Mage x2	1 Priest x2	1 Soldier x2
Weapons	1 Knight	1 Fighter x2	1 Archer x2	1 Mage x2	1 Priest x2	1 Soldier x2
Stage Item	2 Ardu	1 Amazon	1 Soldier x2	1 Soldier x2	1 Soldier x2	1 Soldier x2
Specialist	3 Phoenix	1 Soldier x2	1 Soldier x2	1 Soldier x2	1 Soldier x2	1 Soldier x2
Leader	4 Knight	1 Fighter x2	1 Archer x2	1 Mage x2	1 Priest x2	1 Soldier x2

Creation by the Numbers



If you want to know which answers to give to get particular initial units, you can click on the number in the list below and the character's name. That's a lot of work, though. We recommend using the charts to determine your leader and leave it at that.

Alignment

Character Alignment falls between Chaotic and Lawful, and it can change depending on your actions. If you add a Lawful character to a Chaotic unit, the Lawful character will grow more Chaotic. Alignment affects class change and story elements.

Chaotic Neutral Lawful



In battle, characters can raise or lower their Alignment. For instance, a Lawful character that defeats a Chaotic enemy will shift its Alignment toward the Chaotic.

Class Change



A Fighter with low Alignment may change class and become a Knight. But that Knight will have to have a Lawful Alignment of at least 4 to change into a Paladin.

New Blood

As you progress in the game, you'll find new characters that want to join your army. Adding eager recruits is the easiest way to increase your ranks. You'll also encounter wild creatures that may be persuaded to join you. As your characters gain experience in battle, they will become eligible for class changes, which is another way to increase the strength of your fighting force.

A Game with Class



As you build experience points and levels, characters become eligible to change class. Soldiers eventually become either Fighters or Amazons, depending on their leader's gender. Availability of certain weapons may also determine if a class change option is available to a character.

Chance Encounters



When human characters offer to join your army, accept them and see what skills they have. Human characters are the only ones who can use magic. Large characters can be persuaded to join you when you use the Talk Interrupt Command. Human areas to find these creatures.

Map Key



Prologue

Ogre Battle 64 is divided into scenes and chapters. Each scene contains a mission, and chapters contain many missions. In the Prologue, you must accomplish two simple missions. Prior to each mission, you'll receive a briefing on the military situation at the scene. Following a successful mission, you'll see a cinematic scene or two.

Chapter 1

At the beginning of Chapter 1, Magnus Gallant begins to question the actions of the Palatine Army. He witnesses injustice and meets downmodren people who just want to be left alone. While honing his battle skills, the young hero comes to realize that he is fighting on the wrong side, and at the end of Scene 6 he switches allegiance.



Scene 1

The Southern Reaches



Item	Price
Iron Helm	20
Iron Helm	30
Short Sword	30
Short Bow	30
Round Shield	30
Leather Armor	40
Chain Mail	120

Stock up on weapons and armor that will either increase the effectiveness of your characters or serve as basic equipment for some recruits.

Theodricus Mine	
Level	Items
lvl 4	
lvl 4	

Once you reach Theodricus Mine, being first to reach the mine in the country-side, you'll have to beat Scobie to take the Quarry HQ. Scobie's fresh units and can rank your leader on the first attack.

Item	Price
Iron Helm	30
Iron Helm	40
Short Sword	20
Iron Bow	175
Round Shield	20
Ring	90
Magnolia's Carb	50
Chain Mail	120
Short Bow	20
Short Bow	30
Leather Whip	40
Mail Hammer	100
Iron Cloth	30
Leather Armor	40

Velmus Mine	
Level	Items
lvl 2	
lvl 4	

Home Defense



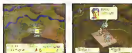
Always deploy all of your units and leave some of them out or near your HQ. An enemy should have to battle several units before reaching your HQ. Never leave your HQ undefended.

Tripping over Treasure



You won't have to dig for hidden treasure at Ogre Battle 64, because we've marked all the riches for you on the map. Any unit passing over that spot will find the treasure. Some of the items will be of great value while others will be minor finds.

Fresh Forces



Recruit new units with full HP whenever you attack an enemy stronghold. If you're within a short march of a friendly stronghold, most likely be long-gone without the other way. Compare the stronghold or use items that replenish your health and stamina.

Bonus Bounty



You should be thorough and wipe out all of your enemies. If you destroy every enemy character in a unit, you'll earn the total Amount for Bonus, which will be a piece of treasure.

Scene 3
First Assignment

Item	Price
Supply Staff	20
Light Axe	30
Spell Book	100
Saber	30
Clown's Vestment	50
Warrior's Gear	80
Amulet	80
Forty	90

Fort Tactica	
Level	Items
lvl 1	
lvl 2	
lvl 3	
lvl 4	

Item Intelligence

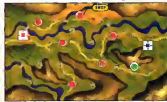


Carry basic items such as Heal Leaf and Power Fruit. You can use Heal Leaf strategically when attacking a fortress. If you lose a round, but up your unit using Heal Leaf. You'll get back into the fray before the enemy has a chance to restore much HP.

Leader Loss



Take it to the leader when you attack a fortress at the end of a mission. If you defeat that character, the other enemy characters will give up and you'll complete the mission. Use your Item Intel to see your strategy to Attack Leader.

Scene 2
SparksScene 4
The Path Diverges

Item	Price
Iron Helm	20
Leather Hat	40
Amul	120
Secret Bow	50
Firearm	130
Leather Hood	90
Iron Shield	70
Plate Armor	230

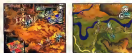
Burgund	
Level	Items
lvl 7	
lvl 8	
lvl 5	
lvl 5	

Train for Fame



Use the Training feature to make sure balance among all of your units. If one unit grows considerably stronger than the others do, you'll have a tendency to use it more often. It's better to have several strong units than one superpowerful unit.

Units in Limbo



Once you destroy the leader of a unit, that unit will wander senselessly. It will never attack a stronghold unless it captures the unit. Such units display a skull symbol, and you should finish them off at your leisure.

Scene 3 True Intentions



Shop	
Iron	200
Steel Helm	30
Iron Helm	50
Shield	30
Mail Hammer	110
S. Sword	170
Spell Book	100
Dark Armor	25

Fort Crenel	
	lvl 5
	lvl 5
	lvl 5
	lvl 5



Create Satori

Return to regame using the Auto Save/Load option. The aim is to ensure far wild creatures south and regions that you can visit. When you encounter a wild creature, use the Interrupt and Talk Commands to persuade it to join you. Some times you'll have to attack the creature before it can be persuaded.

Talk of the Town



Enter every town and talk to people. Sometimes you'll find characters who want to join your merry band. If you accept their offers of help, you'll be able to use them as leaders for newly formed units. Also, you should ensure to collect all the you've missed residents in the area. You may find extra help

Scene 7 A New Beginning



Shop	
Iron	200
Steel Helm	30
Iron Helm	50
Shield	30
Short Sword	20
Short Bow	30
Sword	50
Trickie Sword	150
Round Shield	20
Leather Armor	60
Chain Mail	120
Mail Armor	50

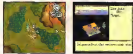
Gnasher Mines	
lvl 7	lvl 7
lvl 7	lvl 7
lvl 8	lvl 8

Zombies over Zetegonia



If you fail to recruit fallen characters within a few days, they'll become Unkilled characters. It sounds pretty bleak, but Unkilled characters continue to fight for you. Characters may become Zombies, Skeletons, Ghosts or Angel Knights

Quench Your Thirst



When you've been sweating in pursuit of an enemy unit, refresh your troops with a little glass of Power Fruit before going into battle. It's a little bit, but your unit will have high stamina and a morale effect in battle that your enemy too. Every unit should carry several Power Fruit items.

Scene 8 The Infernal Aura



Shop	
Iron	200
Steel Helm	30
Mail Hammer	150
Round Shield	20
Large Shield	100
Round Plate	100
Plate Mail	210

Fort Akkiss	
	lvl 10
	lvl 10
	lvl 10
	lvl 10

Live to Fight Another Day



Know when you're overmatched. If the enemy characters are passing your troops, get out of there as soon as the Infernal Meter is 2. You can always bring up a stronger unit to face the powerful enemy, or lay siege to it with assassins. That attack is easy.

Waiting to Evolve?



Evolution comes to those who fight local battles. So if you want your characters to move up to the next level or become ready for a class change, get them into the ring. You may need special equipment to promote a character to a higher status.

Scene 6 The Revolutionary Army



Shop	
Iron	200
Steel Helm	30
Iron Helm	50
Shield	30
Short Sword	20
Short Bow	30
Sword	50
Mail Hammer	110
Iron Helm	120
Round Shield	20
Iron Helm	16
Ring	25
King's Gold	30
Leather Armor	50
Chain Mail	120

Fort Bulan	
	lvl 6
	lvl 6
	lvl 6
	lvl 6

The Gift of Life



Many towns contain a Witch Den where fallen comrades are brought back to life for a small fee. If you lose a character in combat, go to a Witch Den as fast as possible. You can bring back the dead while still in the field if you're carrying the Altar of Resurrection.

Nightmare Attack



Whenever you get the chance, attack enemies who are in camp. You'll have the advantage of attacking while the enemy is asleep. In most cases, you'll be able to score several hits before the enemy wakes up and fights back.

Scene 9 Liberation of Alba



Stronghold Exchange



You can switch characters and come back and forth between units at many strongholds. Look under the Stronghold option to see if the Exchange option is available.

No Healing for the Undead



Fear not if your Magic Users seem to ignore your Undead over time when they take hits during combat. Magic Users concentrate their healing spells on the living. Your Undead comrades will return to full strength in the next battle if they fall in the current conflict. It seems that you can't keep a good zombie down.

Not Ogre 'til it's Ogre

You may win the battle against the Southern Army, but it's just the beginning of the war. Ogre Battle 64 has much more in store—four chapters and 40 scenes in all. Depending on the choices you make and your surviving characters, you'll see one of four main endings or a variation. As for game help, Atlas's game manual is a vast repository of useful information—one of the most complete we've seen. In every way, OBG4 is huge, wonderful and perilous. Experience it all.



Shop	
Item	Price
Iron Ore	20
Iron Helm	30
Plenty Meat	100
Supply Staff	28
Short Sword	28
Short Bow	20
Great Bow	80
Man-at-Arms	120
Knave Sword	150
Block of Earth	200
Block of Water	200
Block of Wood	200
Block of Flame	200
Assault Gun	99999
Shield Shield	20
Leather Armor	60
Wizard's Beret	60
Chain Mail	120
Mail Leather	150

Book Buys

The Assultion book costs *30,000 pieces of gold plus a piece of gold for the number of days you've played up to their point in the game multiplied by 20.

Castle Akka	
1st F	2nd F
1st F	1st F
1st F	1st F



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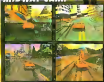
CRASH COURSE

EXTREME COMMUTING IN THE 21ST CENTURY

San Francisco RUSH 2049

EXTREME H&A ACTION!
ROOF MOUNTED WEAPONS:
DON'T LEAVE HOME WITHOUT 'EM!
FADING TOPKAT
TAKING WHEELS AT TOP SPEED
STUNT JUMPING:
A FATAL ATTRACTION?

MIDWAY GAM!



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SAN FRANCISCO, CA 94103 USA
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OFFENSIVE DRIVING

The highways and byways of 2049 are littered with the artifacts of darker times, such as posted speed limits, yellow signs with squiggly markings or even lines painted down the center of the road. Modern motorists here see the light and know the rules of the road were meant to keep them slow—literally. Ignore Big Brother and keep your finger on the accelerator. Strap yourself in for Midway's furious four-wheeled flight on the Bay.

STREETS OF SAN FRANCISCO

There are cars, no drivers, in every part of this megapolitan world, but true motorists always leave their hearts—and the contents of their stomachs—in San Francisco. The city has changed a bit over the years, but the steep hills and post-revolving jumps remain a central feature of its roadways in the 21st century. What could be more thrilling than pushing your car up to 170 mph, then sailing over rooftops to a four-pole landing? Perhaps, heading upside down, which guarantees the fun with a fiery explosion.

Midway has infused all the sensory overload of the racing cognate into its new '04 game, San Francisco Rush 2049. Midway Games West, originally Midway as Atari Games some 50 years ago, has carefully reproduced the look and feel of New San Francisco in one high-flying corner. From the hanging overalls that glide over-city transit to the hamonogous lava lamps that brighten suburban streets, no detail is too slight for the game designer. The city looks so thin, so airy, even larger than much of it sank into the ocean after the tragic quake of 2011.

BURNING RUBBER ENDS IN SMOKING RUBBLE

Tight, forgiving control—one of the hallmarks of Rush games back in the 20th century—allows you to rip through the city's sharp turns with confidence. Be prepared to leave a trail of skid marks as you slide around the curves and execute break turns at intersections. Unlike in earlier Rush games, you can maintain control of your

Big old SF-style. The steep grades are back with a vengeance in Rush 2049. Rocket-powered wings give you a little lift and allow you to control your glide path.



and the contents of their stomachs—in San Francisco. The city has changed a bit over the years, but the steep hills and post-revolving jumps remain a central feature of its roadways in the 21st century. What could be more thrilling than pushing your car up to 170 mph, then sailing over rooftops to a four-pole landing? Perhaps, heading upside down, which guarantees the fun with a fiery explosion.

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COIN OPERATIONS

Rush isn't the only thing you can win on the courses. Bonus Coins are there for the taking if you can find them. The coins allow you to unlock new cars, according to Loren Beynon, the game's producer at Midway Games West. Some of the treatments are in obvious places on the courses, but others will require cars off-road. The courses have many secret areas to explore. Beynon willing to waste valuable seconds in a race can check out the occasional off-rover or jump that seems to lead nowhere. It also pays to keep macking up mileage, Beynon said, because you'll be rewarded with new features at the game's odometer reaches important milestones.



while he's hurtled through the air thanks to retroactive wings hidden in the undergrowth.

You'll need the technological advantage as you take an CPU-controlled race on up to three other players in single races. Try to pass that in Single Race and Ghost Modes, or try to keep improving your past lap times in Ghost Mode. Two players can compete on the tracks in Single-Race and Practice Modes.



CAR CRAZY

Formula 1

Rush 2049 lets you choose from a wide range of street-legal car styles, and even includes a few that would land you in court if you tried them out in the real world. Wheelbase may vary by model, but all of the cars are roughly equal in performance characteristics until you start tinkering with component options. As you unlock options, you'll be able to rebuild your machine from the ground up, adding new features as you develop the skills to control them. Engines vary from the humble and manageable V4 to the instantly powerful Turbo V12. Similarly, Normal handling is perfect for beginners, but advanced players will be able to upgrade all the way to toasty and responsive Extreme handling. In this, you choose can also make a big difference in the outcome of your racing: slicker will give you excellent traction on smooth surfaces but will do less to test your skills if you drive on the gravel. Different tires will give you a piece of racing that's more suited to the type of track you're racing on. The engine, chassis, and tires are the major upgrade categories. There's also a variety of car styles.



Some races are available at the start of the game. After you've unlocked optional car upgrades, you can tailor your vehicle to your racing style and overcome challenges.

8-Ball



Rocket ZX



Brulser



Locust LX



Mini X5



Crusher



Euro LX



Panther



TURN YOUR WORLD AROUND

If it isn't enough for you to mix and match the features on your car, Rush 2049 lets you adjust many aspects of your racing environment. Even though we all know global warming has turned San Francisco into a year-round tropical cesspool, the game allows you to manipulate the weather and track conditions. You can even strand the tracks in dense fog that used to creep in off the bay, obscuring roads and jumps. You can also adjust the gravity to simulate the G-forces found on the moon or Jupiter. If you want to shake up the pack on big jumps, try switching up the wind to gale force conditions. In Single Race Mode, you can put from one to five drivers on the track and adjust their skill levels. Make the other racers immortal, or have them kick out of the race after they crash. Typically all the displays can be



shuffled or altered depending on your needs. One of the most useful displays is the radar system that tracks competitors who see breathing down your neck in a race. If you decide to race to music, the designers have included 11 atmospheric electronics tracks to choose from, despite the recent popularity of Bluegrass/Sika fusion.

WINGED VICTORY

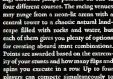
Originally designed only for the Stunt Mode, the retractable, rocket-assisted wings were too much fun to be excluded from the rest of the game, according to Loren Bryant. The wings may initially seem like a crutch for inexperienced drivers to correct bad jumps, but you'll quickly learn that they are not a

safety feature. A wrong adjustment can send you into an uncontrollable spin or forward tumble if you aren't careful. In the hands of an expert driver, however, the wings can be used to pull off incredible, high-flying stunts in any mode. The wings allow easier access to some shortcuts.



ILLCIT THRILLS *NP*

Ever since President Marissa signed the Violent Motorsports Act of 2019 into law, street jumping, obstacle racing and automotive combat can be practiced only in government-free zones, like Idaho. Midway's virtual thrills and spills are as close as most law-abiding citizens will ever get to those illicit activities. All that's missing is the traditional emergency room interview after the competition. You may recognize some similarities to the obstacle course from a long since cancelled NASCAR game show that shall remain nameless, by court order, just like the contestants on that show, you have to drive through a gauntlet of disabled-car-crushing machinery and



suspension-destroying terrain before time runs out. It starts out with swinging spikes that knock you into a bottomless pit, then it starts getting pretty dangerous. While Obstacle Mode is an amusing diversion, Stunt Mode continues a completely new game. Essentially freestyle driving, Stunt Mode gives you up to 30 minutes to perform the most hair-raising, acrobatic jumps possible on one of four different courses. The racing venues may range from a neon-lit arena with a central tower to a chaotic natural landscape filled with rocks and water, but each of them gives you plenty of options for creating absurd stunt combinations. Points are awarded based on the extremity of your stunts and how many flips and spins you execute in a row. Up to four players can compete simultaneously to see how many points they can score in the allotted time.

The obstacle course is more a puzzle to be solved than a race to be won. Getting through it takes limited tries and car-untership runs to one of the toughest tests you'll face in Rush 2015.

DEMOLITION DERBY

The brutal racing found in the other modes seems like child's play compared to the multiplayer modes you encounter in Battle Mode. Defeat is necessary to E-Train, as you have four opportunities to score different ways to blast your car into the plane. The first player to score a predetermined number of hits or opponents who die ends every race—such as Plasma Cannon, Missile Launcher, Gatling Gun, Bombing device, energy shields and sixth sense—are scattered across the arena to help you better defend yourself. As in other modes, you can adjust your car's capabilities to suit your driving style and alter the environment to enhance game play.



MOTORING HOME

Rush 2015 is revving up to make tracks for your NG4 in September. With all the high-octane action Midway has packed into the Game Pak, you may choose to drive in the safety of your home rather than venturing out into the city streets. The game boasts high-resolution graphics, when used in conjunction with an Expansion Pak, and supports both Nintendo Paks and Controller Paks. Tear through the sequence of races in Circuit Mode to unlock all the trucks. As you continue to race and explore, you'll eventually unlock all 17 cars and discover new ways to get more out of the courses. Learn to activate color-coded switches on the tracks to open up new zones, coins and features. Take to the air again and again without jeopardizing the safety of the citizenry or the integrity of your car's suspension. The future is now for monster jumps and impossible landings. No one will give you a ticket for breaking the laws of physics. **T**

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COYSITE

NFL QUARTERBACK CLUB 2001

© 2001 Activision



Making a Big Comeback

Not only have the animation and game play improved immensely from last year's version of QB Club, new features have been added to increase the overall depth of the game. For example, ball carriers lower a shoulder and blast through a defender, fulfilling the "turbo boost" effect that was missing in the past, historic animations put you at the helm of a losing Super Bowl team in an attempt to recreate history, and custom teams can play a full season or play-off. The game is licensed by the NFL and the Players' Association, and the same fantastic high-res N64 graphics are on display.

4 Players

Season

Simulation



Acclaim spent the off-season patching up holes in last year's N64 game and has returned to the field with its Quarterback Club franchise, looking like the contender it once was.



Silky Smooth



The frame rate has been increased dramatically, and every play now has a choppy, animated ending. Now you will enjoy the significantly detailed images as they glide downfield.

No Butter Fingers



Games that were frustrated by the required "catch button" in the 2000 edition will be relieved to know that recovery is still an automatically grab the ball on their assistance.

Ground Game

The NFL might have become a nearly-dead passing league last season, but a solid ground game is still essential for keeping the defense honest. If your team has an elite back, you may choose to run the ball more often, using both sides of the field. But we're going to suggest a few plays that will come in handy for any team during specific moments in a game.

Goal Line, 34 Power - Punch it.



This is the perfect play when you need to pass the ball for one or two yards and get a first down or touch-down. The fullback lines up in front of the tailback, giving the illusion that the fullback was blocked. Instead, the QB subtly hands the ball to the fullback while taking a step. Since the fullback is a decoy there is extra blocking, which helps the fullback to see a or two yards.



3-Wide, 83 Willy - Surprise



The QB drops back for a pass but waits for the wide-out to get behind and receive the ball. If the defense has a strong line or shows blitz, you should probably choose another play, because your wideback will get crushed. At the same time, catching the defense asleep can result in a big gain.



Shotgun, Gun Sweep - Short Gain



The third offensive back will come inside the QB and automatically get the hand-off. A hole will be created on the left as the defense expects a pass. The play keeps the opposition off-balance and will usually result in a few yards. The lack of a blocking back limits the benefit of the play.



Double TE, Power Toss - Sweep



This works best with a top notch back who can turn the corner and give yards at will. Be sure to tip the formation and use both sides of the field. If the defense senses a pattern, you'll find yourself taking yards every time. Use it sparingly and concentrate on prying the table.



Formation Check

By becoming familiar with various offensive formations, you'll be able to predict plays on defense. Likewise, a quarterback who is aware of defensive alignments has a better chance of leading his team down the field.

Audibles

One of the most important tactics on both sides of the ball is using audibles. For example, if you call a zone block and realize the defense is blitzing, you'll want to switch on the fly to a quick-strike or screen.



Block It

If the opposition is in field goal range, and only down by a few points, use the jump button to attempt the deflection. If your opponent is known for tracking kicks for a possible fake kick.



Punt Return

As teams on the outside typically have the greatest chance of producing a score, but if your opponent is likely to peg the kick toward a sideline, set up a play to run across the field, away from the secondary defenciers.



Aerial Attack

After establishing the run, you'll need to focus on the pass. With a bevy of high-flying star receivers like Randy Moss, Isaac Bruce, Joey Galloway and Minnie Robinson, there has never been a better time to air it out deep and often. **Haybocks** are filled with quick slants, halfback screens and thongin bombs. These three plays should get you started.

I-Form, 123 Boot - Big Gain



The I-Formation causes the defense to prepare for a run, but the play is a booting bomb. After the QB blows the whistle to the halfback moving left, he spins to the right and fires a quick pass to the opposite side of the field. Be prepared to cut for a sack if the defense bites.



Shotgun, Crackback - Fast Yards



On the left side, the tight end will attempt to set a pick for the wideout. The QB should roll to the right and drop a short pass to the surging receiver. If the blocking is successful, the receiver will have some room to run for extra yards. The right-side wide-out will go deep as an alternative.



Pro-Set, TE Quick - Good Yards



After the false handoff, the QB immediately rolls right and looks for the tight end off the line. If a cornerback drops down, the wideout should be an immediate option. When linebackers are biting, the play will gain many yards. A quick release of the drop pass is imperative.



Clock Management



All it takes is a few plays you call a few times, and the clock will be out of your hands. Run the ball off the end of the game and always stop in bounds! Don't try a long pass, or the defense might pick it off and score. This is a time to be strategic if your opponent is out of timeouts.

Season of Parity

By taking a glance at the team rankings in various disciplines, the parity in the NFL is evident. While the Rams are an obvious offensive powerhouse, they're nowhere to be found in the top five of any defensive category.

Passing

1. Packers
2. Colts
3. Rams
4. Patriots
5. Jaguars

Receiving

1. Rams
2. Vikings
3. Titans
4. Cowboys
5. Buccaneers

Pass Defense

1. Panthers
2. Colts
3. Buccaneers
4. Packers
5. Steelers

Run Defense

1. Redskins
2. Dolphins
3. Bengals
4. Ravens
5. Patriots

Rushing

1. Titans
2. Rams
3. Colts
4. Falcons
5. Redskins

Special Teams

1. Lions
2. Ravens
3. Seahawks
4. Jaguars
5. Dolphins

Fourth and Long

Special teams are typically the most underrated section of a football squad, despite the fact that a field goal or punt return can often determine the final outcome of the game. Special teams are responsible for setting the tone by giving the offense good field position. They may even pull some trickery and turn a dice situation into a touchdown.

Three Are Better Than None



When attempting a field goal, aim the deuced arrow to the outside of the uprights. The ball will typically have some kick or slip, depending on which side the wind is coming from. So, if you aim between the posts, you'll hit an iron if playing outdoors. Check the wind.



The Coffin Corner



When you're punting from inside the 30, always go for a coffin corner kick by hitting the ball toward one end of the field. The objective is to drop the ball a few feet in front of the end zone and take a lucky bounce out of bounds. In the worst case, it will result in a touchback.



Fake Punt, Run Play



This play is a trick play, but for only one or two yards. Do your part out of the bag only if you're looking for a short gain. The halfback runs up the right side of the center, preparing to block, but the ball is snapped directly to him. He can then dash through a hole on the right.



Fake Punt, Pass Play



There are two types of plays to choose from. The first route sends the left receiver cutting across the middle while all the receivers run around a far few yards and look for the pass. If you send it more than a few yards past the second option, which sends all receivers deep.



Play Coordinator

Haybocks are designed for each team according to real-life tendencies, but you might disagree with a team's philosophy or want other plays to pick from. The playbook creator gives you the ability to become the coordinator.



Just Your Style

Not enough deep bombs for that star receiver? Create your own by selecting from the numerous master list of plays. If you've created or created players, feel free to use them to give your offense an edge over their team.



Free Agents

A large pool of available players is on your fingertips, and several players are automatically added to the free agent list. Be sure to add players who will perform well with your play book, but watch your salary cap!



Create-a-Player

It's time to hone your defensive or a lack of speed on special teams? Tune in Create-a-Player and build that missing link. There's a whole variety of attributes to add but a limited number of skill points that must be distributed evenly.

Hasty Celebration

The NFL is notorious for mad-on-it celebrations, such as the Durr 3rd or Mile-High Salute. The league even had to penalize one of last year's greatest. QB Club includes its own array of dancing and ying, but once you've scored, your work is far from over. A PAT or two-point conversion could determine the game's final result.

Point after Touchdown



On defense, select the middle linebacker and run straight up the middle to attempt a block. If you need two points on offense, consider a fake field goal. The holder can either run or pass. Since the holder is typically a quarterback, the best play is most likely to run for a score.

Two-Point Conversion



When trying for a conversion, you get one chance to move successfully three yards into the end zone. Don't use a goal-line run—they usually yield only one or two yards. Unless your fullback is a pit, try a quick snap, or screen pass that you've become comfortable with.

Peculiar Pigskin



This is a video game, and what would a video game be without a bit's wacky and wild fun thrown into the mix? After you choose a club, enter it in and enjoy the stadium. For example, you can play as the offensive linebacker for the Oakland Raiders. They're not guaranteed to work, but you may want to try some of last year's celebrations to your team.

Stopping the Clock

Time is precious when the clock is ticking down and you're trailing by a few points. There are several ways to freeze the seconds, but knowing when to use each method is the real key to pulling off a miraculous victory.



Spike It

After a long gain, you can select "Stop the Clock" from the playbook, which will cause the QB to spike the ball so soon as he gets the snap. You can also throw the ball away with the R Button if you feel you're in trouble.



Out of Bounds

When time is running out, run all players toward the sideline and head out of bounds as soon as you reach a pass to break a run. Sometimes a QB will throw a pass out of bounds if he can't find a receiver. Beware of a grounding call.



Time-out!

Those coveted three time-outs will come in handy later in the game. Typically, a team will try to use its final one near the two-minute warning. Don't worry—you can signal before the clock hits 2:00 and you won't be fully after.

Two-Minute Drill

Time is running down on this article, so we'll have to tug the no-huddle offense and quickly snap a few final comments on QB Club 2006. The graphical detail is, once again, astounding. You can see the glaring eyes of the hungry linebacker and the oversized belly of the puny offensive lineman. Each stadium is recreated to perfection, and the Historical Simulation Mode features accurate Super Bowl logos from years past. The name of a created team is even printed beautifully in its home end zones. Play-by-play is done well by Randy Cross and Mike Patrick—simple, effective and most impressively, not annoying. Accidents had a lot of work to do to revive their popular series, and they delivered. ☺



by now, you know the drill.



It's addictive. It's frantic. It's a total blast! It's Mr. Driller, the pick-up-and-play puzzle game that's a hole lot of fun. Strap on your hard hat, fire up your drill and tunnel into action. Mr. Driller takes seconds to learn, yet provides years of challenge and enjoyment. Be prepared: once you start drillin', there's no chillin'!



namco Sega Dreamcast color

STARCRRAFT 64

EXPANSION PAK INFORMATION

Expansion Pak	Support	Price
StarCraft 64	Yes	\$19.99
StarCraft 64: Brood War	Yes	\$19.99
StarCraft 64: Wings of Liberty	Yes	\$19.99
StarCraft 64: Heart of the Swarm	Yes	\$19.99
StarCraft 64: Legacy of the Void	Yes	\$19.99
StarCraft 64: Remastered	Yes	\$19.99
StarCraft 64: Complete Edition	Yes	\$99.99

UPGRADES TO THE GAME: 35% OFF

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Start scrambling your alien armies for war on barren planets. StarCraft 64 is finally here. Blizzard Entertainment and Nintendo have successfully spliced together two installments of the PC favorite to create a brood of solo strategic challenges and five-player tests on the N64. Warp forward to the last three campaigns on the Game Pak, where our strategies will give you a psychic boost to victory.

TIP **MP: HOW IT BUZZES**
The world of StarCraft is filled with secrets and a riot of strategy and innovation. rereadit available for players under the age of 13.

future history

The first three chapters of StarCraft's interstellar conflict were well-documented in Volume 125 of Nintendo Power, so commanders should consult the earlier briefing before launching campaigns on the later, more difficult Brood War levels. Throughout the game—three different species—Terran, Protoss and Zerg—are locked in a struggle for survival and galactic domination. Each campaign allows players to take control of one species.

Prelude to Brood War



The early Terran levels provide an introduction to real-time strategy. Then warp away to the chaos of the Brood War, help the Terran colonists as they struggle against their Galactic neighbors and the relentless Zerg. The progression of heading weapons and training troops is more intuitive than with other species.



It's not easy being green, newbies and beyond. Control the Zerg as you see it spreads like a viral storm. The galaxy Manipulate the invisible forces, including different systems to accomplish specific objectives—like lowering and expand or splitting deadly acid—the war against Protoss and Terran forces.



On the other end of the spectrum from the Zerg, the Protoss rely on their advanced technology and psychic abilities to battle their enemy. Their weaponry is very effective but much more time-consuming and expensive to produce. The final campaign considers the strategies of the renowned Protoss general, Imhotep.

protoss

As the second Protoss campaign begins, the psychic superbeings face the difficult challenge of rebuilding their civilization. Their homeworld of Aiur is now a smoldering cinder after their great victory over the Zerg Overmind. A rubble of Zerg forces remains on the planet, destroying any living thing it can lay its scythe-sharp appendages on. For the Protoss to survive, they must find a new way to evade the Zerg threat through an alliance with their estranged brethren: the Dark Templar. The long road of war leads on.

4.1 escape from aiur

A mass exodus to the Dark Templar homeworld of Shakuras is the last hope for the Protoss survivors of Aiur. The Dark Templar Zeratul has agreed to lead the refugees to their new home, but to do so he must reach the Scourge on the far side of the Zerg front. If the Zeratul fails, the Protoss will be as good as extinct.

Root Canals



Five Hydra Golems block the beginning of your route to the Scourge. The trencher strikes above Zeratul's rig secure the battle field, so you should quickly destroy them.

Charged Up



Keep Zeratul out of the fray while moving as many forces as possible to the Protoss base on the eastern part of the battle field. Exchange your units at the Shield Battery.

Final Kick



As you see the Scourge, your best strategy is to distract the enemy with your remaining units while moving Zeratul through an unobscured path as quickly as possible.

MISSION OBJECTIVES

- Get Zeratul to the Warp Gate
- Engage Zeratul's Golems

4.2 dunes of shakuras

Any hopes of a clean escape from the Zerg are dashed once the Protoss reach Shakuras. The moaians have somehow established a foothold on the Dark Templar homeworld, and Zeratul must gather up his ragging troops then build a fighting force to find and destroy the Zerg base before the situation gets out of control.

Cannon Fodder



The Zerg will need a variety of units to attack your base while you go through the process of building your forces. Position Protoss Cannons on the western side of your base.

Base Annex



Your initial base will not be able to generate enough troops for a sustained attack on the Zerg. Pool more resources than build a second base including Phalanx Cannons to repel Zerg assaults.

Demolition



Don't take the fight to the Zerg while their superior numbers will eventually wear down your forces. Property destruction is enough to fulfill the mission objectives.

MISSION OBJECTIVES

- Build a base
- Engage the Zerg base

TERRAN

Patient is a word you would never use to describe the United Earth Dominion, and even the small amount of restraint it had shown the Terran colonies has evaporated. The UED is determined to regain control of the colonies through the use of its mighty war fleet. Admiral Gerard DuGalle has been dispatched to find and capture the new Zerg Overmind on the planet Chion. His ultimate aim is to wrench power from Emperor Mengsk to aid crush the Terran Dominion.

5.1 first strike

MISSION OBJECTIVES

- Destroy the Bionic Command Center

As Captains of a UED assault force, you've just stepped out of your cryogenic sleep chamber and into a firefight. The UED must begin its drive through Dominion territory on the planet Icarus, an outpost filled with enemy troops. You must destroy a Dominion Command Center to capture critical information in the capital city of Borlisa.

Break Camp



Build up a strike force that take out the Dominion camp in the west. You'll need to destroy the Barracks and all of the defenses so your forces can take advantage of nearby resources.

Gas Dispenser



Interfere with Sarah Drask's Confederate Resistance troops that quickly harvest the Weapons Geyser to build up a force of Gobblet Walkers and Siege Tanks.

Endgame



Follow Darius's lead to find the bunk floor at the Dominion Command Center. Use Marines and Gobblets to guard your Siege Tanks as they tear up the main building.

5.2 dylarian shipyards

MISSION OBJECTIVES

- Show No Mercy
- Destroy the Dominion Ship-to-Face

Thanks to critical information from the Confederates, the UED has learned of several Terran installations at the Dylarian Shipyards. If your forces can capture the shipyards, the battle-cruisers will be yours for the taking. The powerful vehicles give you the firepower needed to overcome the Dominion Strike Force.

First Aid



The early battles on this level can be won easily by using Marines in conjunction with Medivacs. As the Marines take damage in a firefight, the medics can heal them on the fly.

Lock 'em Down



Make sure Dominion vehicles never get off the ground. Use your Sheer walls to sink into Dominion swarms to submerge Tanks and Science Vessels using "lockdown."

Metal Medics



The enemy's Sheers will quickly use the lock-down tactic against you, immobilizing your tanks. So will your Medics in case you they can use Restoration to fix the disabled tanks.

ZERG

Despite their frightening appearance and vicious demeanor on the battlefield, the Zerg may not be as bad as you thought. The real villain in the war appears to be the United Earth Dominion, which seeks to control every planet and being within its reach. The UED has bent the mindless Zerg to their will with a Psi Disrupter, turning the powerful creatures into deadly slave warriors. Backed into a corner, the infested Kerrigan has assembled an alliance of UED foes to stop the dominions.

6.1 vile disruption

MISSION OBJECTIVE

- Save Darius at Frank's workshop

As the Zerg-infested Kerrigan recruits Fenix and Jim Raynor to her cause, the UED's Psi Disrupter signal finally reaches her brood on the planet Tarsonide. Many of her Zerg warriors are now beyond her control and have begun tearing apart their own hive clusters. Saving the hive infrastructure is critical to the war effort.

Hive Security



Remember that you're on a rescue mission. Don't lose a Hive Cluster as it you've gained the surrounding area for enemy Zerg forces. Remaining unaware will continue to tear up the hive.

Western Front



After you defeat the assault on the fourth hive cluster, you'll have to lead off a two-pronged attack from the north and the west. Concentrate your stronger units on the west side.

Quick Trip



The Mythos Council over the sixth hive cluster can quickly transport your Zerg fighters to nearby or out of combat near the north-east base. A battle means you there.

6.2 reign of fire

MISSION OBJECTIVE

- Destroy the Psi Disrupter

The time has come for Kerrigan to take back her rightful place as the leader of the Zerg Broods. She and her allies—Jim Raynor and Arcturus Mengsk—have hatched a plan to destroy the Psi Disrupter's power source. Once the generator is destroyed, Kerrigan's forces will be able to recapture renege Zerg with a Psi Emmitter.

Brood Building



Focus on Zerg strategies that put them to work. Use Broods near your starting point as a good place to start. Psi Disrupter work harvesting resources and creating an Entomorph.

Valuable Valley



Don't leave your base exposed as you cross your Brood toward the Psi Disrupter. Swam troops will invade the valley to cut off your resources. Defend. Protect your Broods and structures.

Cut Crystal



Set up your escaped base where you last mined mineral deposits. You'll need to build up strong armies for your final assault. Destroy the Disrupter to finish the mission.

two-player

The expansive array of challenges available in Two-Player Mode should be enough to satisfy even the most battle-hungry zodiac. Volume 135 of Nintendo Power covered some of the basic scenarios, but you'll quickly discover that the complexities of each map can dramatically change your specific strategy. The following tips should give you a tactical foundation for devising your battle plans.

battle tactics

Workforce



It may be tempting to build out down right off the bat, but it's usually more prudent to pad your workforce around. Many work-ups lead to faster harvesting, and more resources can create more powerful weapons.

Cheap Shots



The war is won by the best troops standing on the battlefield, not the side that held the coolest weapons. Blast out-down may not be satisfying, but you can crush a lot of them before you're out of ammo.

Keep Building



If you lose the resources, then your construction workers should always be at work creating something. Steady production is the way to go—you won't have time to manufacture soldiers when you really need them.

New Harvest



Incasidentally bring workers to any unexplored mineral deposits you discover. If you can speed the harvesting process on two fronts, you'll take the same time and produce the mineral deposit as your opponent can't use it.

Pincer Move



When possible, split your forces that attack an enemy from two directions. It's difficult to defend your territory in multiple-front battles. The confusion may give a smaller army the advantage.

Be Committed



Don't swing out when the battle doesn't seem to be going your way. Be prepared to drop your troops into the fray until you're victorious. You'll gain little by retreating—to stick with your plan.

Base Attacks



When your opponent gives on the offensive, attack his base. He'll be forced to redirect his attention—and many of his troops—to defending his resources. Be sure to defend your own base in the process.

Bad Neighbor



Move into your opponent's neighborhood by setting up a second base near his command. It provides an extra layer of defense and concentrates the battles as your opponent's base set.

cosmic conquest

The battles described in these pages are just the tip of the Mineral Crystal. Each of the six campaigns in Starcraft 64 has many diabolical scenarios you'll need to blunder through before you'll find a workable strategy. Even after you've beaten the scenarios, the open-ended nature of the game allows for hours of action as you try to find new and better ways to conquer the galaxy. ☼

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THINGS ARE JUST DUCKY IN DISNEY'S DONALD DUCK, THE FIRST 3-D ADVENTURE STARRING EVERYONE'S FAVORITE SAILOR BIRD, COMING SOON FROM UBI SOFT.



Get Quackin'!

A little over a year ago, Ubi Soft's work on the world's leading adventure and platform games based on Disney characters. The company's first Disney-based title is almost ready, and it promises to be a real Quackin'. Donald Duck. The game has a colorful, wacky, cartoony look and feel, from the level design to the enemies and the hero himself. Donald is a bundle of emotions, and his personality in the game reflects that. When Donald takes damage, his mood changes from happy to angry, and you can see it in the way he moves, the way he talks, and the sounds he makes when he hits an enemy. It's almost like you're playing a cartoon.



Fine, Feathered Friends Many of the characters from Donald's world make an appearance in Disney's Donald Duck. Donald's sweetie, Daisy, is his motivation, while Donald's famous nephews, Huey, Dewey and Louie, have power-ups for Donald's uncle. The no-good Beagle Boys give Donald a hard time, and Magica De Spell conjures up some trouble for our hero. Even the mad inventor, Gyro Gearloose, plays a big part in Donald's adventures. Many more characters, such as Donald's cousin, Gladstone Gander, also make cameo in the game.

Hit the Road, Quack

A riot of rainbow colors decorates the wild and varied worlds of Disney's Donald Duck. While the levels do stick to tried-and-true platform game environments such as the haunted house, maze, temple and forest areas, the amazingly Disney-style of the backgrounds, characters and other elements give the game its identity.



GYRO'S LAB The story begins in Gyro Gearloose's lab, where Donald and his motley crew are working on a new power-up. Gyro's lab is the main area of Donald's Lab, and you'll spend a lot of time here.



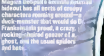
DUCKBURG This is like a hectic city where there's always something going on. The entire town is under construction, which means there are lots of holes to navigate and jump over.



MERLOCK'S ANCIENT TEMPLE The last known whereabouts of Donald's uncle, Merlock, is in this ancient temple. Merlock's ancient remains in this temple with his magic spells, and the mad scientist, Huey, Dewey and Louie, are also plenty of help to jump over, unless you like your duck flattened.



MAGICA'S HAUNTED MANOR Magica De Spell's mansion is a scary place, and you'll spend a lot of time here.



Magica De Spell's mansion is a scary place, and you'll spend a lot of time here.



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Magica De Spell's mansion is a scary place, and you'll spend a lot of time here.

Donald The doing duck has never been good at controlling his temper, and you'll see one angry duck if you mess up too much. Donald's heart is in the right place, though, and he's very loyal to his best girl, Daisy.



Daisy Daisy is pretty doing herself—she attracts Merlock's thoughts to find out what the unlabeled magician is up to. Unfortunately, Daisy takes the "Princess" role and is kidnapped in the opening cinema.



Merlock Nothing's worse than a bad magician, and Merlock is just awful. He kidnaps poor Daisy Duck, just because she brought a new color into his life. Unfortunately, Daisy takes the "Princess" role and is kidnapped in the opening cinema.

The Goods

Even a featherbrain knows that you have to collect stuff in a platform adventure game, and Disney's Donald Duck delivers. Donald's initial mission is to collect the gears of the platform game, so he can get to Merlock's lair. But there are coins, stars and packages to pick up, too, and milkshakes and strange lures for energy.



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Fowl Foes

Some of Donald's foes in Disney's Donald Duck have been plucking the wacky waterfowl for years. Magica De Spell is one of Donald's most powerful enemies, and she's just as tough in the game as she is in the comic and cartoons. Those dreadful Beagle Boys also fill up most of the villainous ranks, which is no surprise, considering their history of badgering our buddy. Not much is known about the mysterious Berardette the Bird or Merlock, but you can be sure they'll cause plenty of problems for Donald!

Mallard Moves

This duck might not be able to dance, but he definitely has some moves. Donald can run, jump, double-jump and attack his way through the action-packed levels. Donald has two different attacks—he punches, when he's on the ground, but when he jumps and then attacks, he does a hilarious flapping-style kick.



The duck's jump attack might not be the most powerful, but it's a fun move to use.

Duck Soup

The designers at Ubi Soft had a tough time to quadruple the size of the game to a 3-D version of Donald Duck. While there were plenty of 2-D cutscenes and drawings, there was absolutely no 3-D reference for the designers to work with. Ubi Soft's designers found that many of the cartoon movements and poses looked very strange when viewed from the different angles that a 3-D character allows. They found a way to solve the problems of bringing the duck swimmingly from the third dimension, and the result is a dynamic, Donald-worthy version of the cartoon. Also quite worthy of their cartoon origins are the stunning cutscenes, which have a distinct cartoon quality. The artists' concept drawings below show how close the cartoon-inspired sketches are to the finished levels.



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A Duck's Life

Donald Duck has had a fabulously long and fruitful career. He's earned a lot of fame, a story that wasn't even named after him, and become a cartoon superstar with his breakout performance in a few highlights:

- 1934 "The Wise Little Hen" starring in "Winnie the Pooh", marking Donald's first appearance
- 1937 A newspaper comic strip starring the duck debut
- 1942 The Three Caballeros, a play musical starring Donald and a few other birds in costume
- 1948 A segment on the Disneyland series, "The Donald Duck Story" marks Donald's television debut
- 1952 Donald becomes a regular on the DuckTales cartoon
- 1955 Who Framed Roger Rabbit? features many cartoon stars, including Donald
- 1984 Adventure in the Magical Kingdom on the Nintendo Entertainment System features Donald in a small role
- 1988 Donald makes a cameo in Mickey's Ultimate Challenge for Game Boy and Super Nintendo Entertainment System
- 1989 Mr. Duck stars with his nephews on Quack Pack, airing on the Disney Channel
- 1992 Magical World Challenge for the N64 is released, Donald guest-stars
- 1993 More magic with Mickey's Roving Adventure for Game Boy
- 1995 Disney's Donald Duck is scheduled to release in the fall
- 1998 Mickey's Speedway USA, also starring Donald Duck, is slated for release for the holidays

The Duck Stars Here

While the thought of another platform game might scare you into your heart (superhero anyone?) it looks like Ubi Soft is on the right track. The levels pose a solid platform challenge, the character animations are hilariously true to the characters, and the overall look is colorful and fun. Disney's Donald Duck looks like a classic cartoon and plays like a classic platform game—will it turn into an instant classic? It would certainly be a feather in Donald's cap!



Disney's

"DONALD" @ # DUCK?!*



Defy Gravity.



Proline Team

Proline Team



PROLINE TEAM

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 - FORK** 1000 1.025 Bullard Chromoly
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 - WHEELS** All Super 8 rims, George W. Brand
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classified

information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET



CODES ON THE ROCKS

For the Asteroids purists floating out there in hyperspace, Sega's update of the vintage video game features the original version of the 1979 classic. The normal way to unlock the old-school mode is by destroying the green, vector asteroid that appears in level 15 of Zone 1. If you shoot or crash into it, Classic Asteroids will appear as an option on the main menu. Or, if you'd rather catch up with old times without having to survive 15 rounds of rock-blazing, enter in the first code listed below. Of course, you could always make those 15 rounds a bit more manageable by punching in the second code, which will allow you to turn collisions off so you'll be not only invincible, but the worst enemy an asteroid could have since Bruce Willis.

DESCRIPTION

UNLOCK CLASSIC ASTEROIDS, CREDITS AND RELENTLESS MODE

CODE

(AT MAIN MENU) PRESS AND HOLD L, **▲, ▼, ←, →, A, A, A, A**, START

UNLOCK CHEAT MENU

PAUSE GAME, PRESS AND HOLD L, **▲, ▼, ←, →, B, A, A, A**, START



For a more strategic round of Asteroids, unlock the Relentless Game that will appear as an option in Single-Player Mode.



With the cheat menu, you'll be able to skip ahead to other zones and enable softlocks with those pesky asteroids.



EXCITEBIKES RIDE AGAIN

Possibly the most exciting thing on two wheels since the motorcycle chase in *Missile* (possible 2 is wood of new codes for Excitebike 64. OR, so maybe unlocking Night Mode is hardly an explosive feat either, but it's still pretty cool. To unlock the cheat or the other two Excitebike 64 codes revealed this month, roll into the main menu, press and hold L, right C and bottom C, then tap A. When the cheat menu pops up, type in the code words listed below. That is, if you can do it before they self-destruct in ten seconds. Hal! How's that for excitement, Mr. Cruise?

TRICK MODE

Forget Easy Rider. Type in TRICKSTER to make for each corner riding. It's as thrilling as code in the cheat menu, you'll enable all stunts, filling your bag of tricks to the brim with all the two-wheeler and four-wheeler damage you could possibly do.



MIRROR MODE

Maybe you've turned enough about on the game's tracks that you know them inside-out, but is overbore the topdog? Ride through the mirror images of the course by typing MIRROR at the cheat screen.



NIGHT MODE

How do you turn out the lights at Excitebike 64? If your answer was "use MUMPSHIT as your code word," you were right. If your answer was "ask my brother out on backward," whoever is reading this to you probably shouldn't leave you alone when you play with video games or other abstract things.



ICON KEY: C BUTTONS ▲ ▼ ▲ ▼ ▲ ▼

CONTROL PAD ★ ★ ★ ★ ★



EASY CHEAT



HARDY



HOT



JUST FOR FUN



SECRET BY REASON



TWO FOR THE LADIES

Elissa Steiner isn't the only female in Tony Hawk's Pro Skater. By far, the best rider at the game is the hidden character, Private Carmen, a woman who boasts cross-out stars in every department. To unlock her, pause your game, then press and hold L while tapping left C, bottom C, right C, bottom C, then Up, Right and Left on the Control Pad. No audio or visual cues will indicate that you've activated the code, but the next time you spin your wheels at the Select Player screen, Private Carmen will be ready to take for a spin.



She may be 41 years old, but Private Carmen skates like the best of them. Actually, she is the best of them.



Whoa, '7. Punks the game, areas and hold L, then tap left C, bottom C, right C, left C, bottom C and right C to display a girl's portrait.



ROCKET BLASTS OFF WITH MORE TRICKS

Keeping an amusement park up and running is no easy task (insert Ears Disney joke here). At least the job can be easier for Rocket, the star of the self-titled game from Ubi Soft, thanks to some codes. To activate any of them, you must enter in the Control Pad and button sequences while your game is paused. Once you've activated them, you can resume playing without skipping a beat—with the exception of the Undo All Cheats code. Unlike the other codes, that cheat will start you out at the beginning of your current level as soon as you activate it.

SUPER GRAB

Your heavy items that your best-of-bears wouldn't normally be able to lift, cause the game, then tap Down, Left, Right, Down, Right, Down, Down, Down then Left. With your hoist of strength, you'll be able to carry things like doors and vehicles.



SUPER GRAPPLES

Rocket's grapple has a very short range, but you can extend its reach by pressing the game and tapping R, Right, Up, Z, Left, R, Z, Left three Up.



SUPER JUMP

Though the super jump doesn't allow you to catch as much air as the low-gravity jump detailed in Volume 132, screwing the code at least won't restrict you at the beginning of the level. Pause the game and hit Down, Up, Down, Z, Up, Up, Up, R, Up then Z.



UNDO ALL CHEATS

You can enable so many codes as you want while playing. To deactivate all of them at one swift blow, pause the game and press Up, Z, Right, Up, Down, R, Up, Down, Down then Up.



SPEED (BATTLE) ZONE AHEAD

Tanks are supposed to be slow. And if you put them in outer space, the low gravity will make them even slower. For those of you who just want to keep things rollin' along at a fast pace, use this month's speedy code for Battlezone 64: Rise of the Black Dogs.



At the main menu, press and hold Z and R, then press any C button. You'll be a speedster if you entered the code correctly.



With your well-aimed travels set to override, you'll be able to cruise across the galaxy in no time.

STAR WARS ROGUE SQUADRON

AT LEAST IT'S NOT JAR JAR BINKS...

Like an eager fink, these Star Wars codes just keep coming out of the woodwork. It's been well over a year and a half since Rogue Squadron came out, and not all of the game's codes have surfaced. These two new ones work like the HARDROCK code revealed last year. By typing in one of the codes at the Password section of the Options menu, you'll replace Luke Skywalker's face on the title screen with a snag shot of one of the game's developers.

BERLOWE

Fill about a quarter-page in the Form, Benjamin Luke's face with one of the game developer's by using BERLOWE as your pass code. KD-12 will beep if you successfully retrieved the Jedi's real name.



WUTZI

Luke's face won't change as soon as you've typed in WUTZI or BERLOWE. To see his face left, wait for the game menu to run or select a game file. When you reach the Select Level screen, keep pressing B until you return to the title screen, where Luke then will be sporting his new look.



RR64 RIDGE RACER 64

GET INTO THE CADDY SHACK

Ridge Racer 64 boasts a bevy of cars, many of which you can unlock by beating records. But the fastest car on the circuit unlocks via some trickier criteria. Rev your engine at the start of Grand Prix Mode's first track. As soon as the race starts, do an about-face and drive into the barricade that was behind you. If you keep trying to drive through it, the wall will eventually disappear. As soon as that happens, the race will reverse direction. Speed through the backward course as fast as you can since the rest of the pack will have quite a jump on you, depending on how long it took you to drive through the wall. By finishing first in the reverse course, you'll win the keys to a brand-new car—the Caddy.



Turn around as soon as the race begins and run the barricade. Once you break on through to the other side, you'll race on a reverse course. Press first to unlock the Caddy.

The Caddy is the fastest car in the game. The trick is in trail's acceleration speed, making it hard to recover from collisions with hoppers that you'll inevitably hit, traveling at such breakneck speeds.

STAR WARS STUNT TRACK DRIVER

ALL TRACKS AND THE TWIN MILL

The Twin Mill is the coolest car in the Hot Wheelz garage, and you can get the keys to it by entering in the following sequence as a password: Down, Left, Up, A, Down, Right. And just so you'll have some new stretches of orange, plastic maracas for code testing your new ride, the code will also unlock three new courses—the Bam, Kitchin and Gear Room.



The code unlocks all tracks and the Twin Mill, the definitive, ol' as so Hot Wheelz car designed 30 years ago.

Boarder ZONE

SECRET IN THE SNOW

Winter and snowboarding season may be a ways off, but this month's code for Intrepid's Boarder Zone is as fresh as falling snow. To unlock a secret slope, slide into the password section of the game and type in 02A097A. A message reading "Secret Track" will appear on screen if you're entered as the password correctly.



You can earn a secret track by finishing Race Attack Mode, or you can unlock it with the password.

TRACK & FIELD IN 2000

RETURN OF THE KONAMI CODE

Konami's International Track & Field 2000 is available only as an exclusive rental at Blockbuster. If your game's due date is closing in on you and you still haven't won the medals you need to unlock the four secret events, tap in the button sequence that Konami has been putting in its games since the dawn of the NES.



At the title screen, tap the Control Pad Up, Down, Down, Left, Right, Left then Right, and press B and then A. You'll hear a beep if you've entered in the classic Konami-code correctly.



The code will unlock the Vault, Triple Jump, 100 Meter Breaststroke and Free Swimming. Naturally, you'll have to medal in every event to unlock them, but the code opens them for free play in Test Mode.

WRESTLEMANIA 2000

KNOW YOUR CODES

Come to think of it, there's no such thing as cheating in wrestling, so these sneaky tricks are really just alternate ways of bending the rules of fire play. To use your opponent's personal move, strong-grapple the fighter, then press A and B simultaneously while moving the Control Stick in any direction. To steal your opponent's taut, rotate the Control Stick counter-clockwise. And while Intrepid is the sincerest form of flattery, flattery will get you nowhere, especially in the down-and-dirty world of wrestling. Instead, get ahead by getting in ring assistance from your manager. If you're the first to enter the ring, press and hold up C, button C and Z on Controller 3 (see Controller 4 if you're the second in the ring).



What you don't like the way kids bump into in the ring? Then take it up with your manager!

ALL-STAR BASEBALL 2000

FIELD OF CHEATS

Activate All-Star Baseball 2000 sports the most secret codes that popped up in last year's All-Star Baseball 2000 for N64. For the love of the game and the sake of the Activision baseball geeks and fans who want a scrap, we're reuniting the codes along with the baseball's new aluminum base code that works only for All-Star Baseball 2000. Regardless of whether they're old or new, all of the codes are dummies and all must be typed in at the game's cheat screen.

CODE	DESCRIPTION
BCHBLKPTTY	BIG BALL MODE
FLYAWAY	PLAYERS FLY BACK TO THE DUGOUT
MYEYES	NO TEXTURES
TOMTHUMB	TINY PLAYERS
WLDWLDWST	BALL TRAIL MODE
WTOTL	BLACKOUT MODE

ALUMINUM BATS

Save a flea by slugging up to the pitcher with an aluminum bat. The code ALLUMINUM will unlock it. To deactivate the code or any other secret feature, reenter the cheat.



SEND CODES TO:
NINTENDO POWER
CLASSIFIED INFORMATION
P.O. BOX 87083
MOSCOW, WA
98073-9783

TITUS IS HITTING CENTER STAGE THIS MONTH WITH **BLUES BROTHERS 2000**, A BANJO-STYLE ADVENTURE FOR THE NG4 BASED ON THE DAN AYKROYD MOVIE. WE'RE HERE TO MAKE SURE YOU WON'T BE SINGIN' THE BLUES.



BLUES BROTHERS 2000

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Step up and get down

Elwood Blues isn't bad—just misunderstood. Sent, he's just finished a stint in prison, but it was all because of a silly mistake (okay, and some property damage) when he tried to deliver a big dance to the orphanage where he grew up. As Elwood, you must reform your blues group, win the hearts of the band and help your old teacher, Sister Mary Stigmata, 2001 after an orphan named Buster. Besides the one-player adventure game, there's a multi-player mode, where you can—believe it or not—compete in dance contests against the other Blues Brothers!



NOTES

In each of the four levels, collect five notes to complete a song and open the next level.



KEYS

Each level is made up of several stages, and the entrances to many of them are locked.



HEARTS

Hearts will be cut each on your health meter. They're also a reward as the game progresses.



COINS

For every 100 coins you collect, you'll earn an extra life. Cleanup all the coins and you'll earn one extra.



CRYSTAL HEARTS

Grabbing the extremely rare Crystal Hearts will increase the length of your health meter.



ITEMS

Various pickups will save your game temporarily, and there's a permanent save feature, too.



Joliet Prison

You've been livin' the big house blues long enough, and it's time to bust out. The cooked warden wants to keep you in solitary, but bars and walls can't hold this bad boy. The first few stages are based around a central hub inside the prison.

Duct Room and Electric Cell

In the first stage, kick the covers off the six ducts and crawl in. You'll be hunched up to the windowills. In the second, just jump off the ledges. Most any fall (except into a pit) can't hurt you.



You'll find a button on each windowill. Stomp on three from any of the rooms. If it activates them, press them in order from one to three.



Once all three window buttons are pressed, a button will appear on top of the window. Press that but then defeat the guard.



In the cell with the electric puffs, jump and kick the three wall switches to activate the elevator platform in the center of the room.

Padded Cell and Cafeteria

In the padded cell, you must guide the inmates to the dining by stopping the burman. Maybe he is on the menu. In the cafeteria, where you'll play a strategy-style game to free your old man/Cole.



The button will make the prisoners walk in the opposite direction. If the opposite direction—do not stop on the button painting in it, the escape will end right.



Stomp on the trays to make words and symbols appear. Watch them to drop pots on the cook's head. Dodge the slip she drops at you.

Cell Block A and the Warden

The next stage is crammed with prisoners and guards, but don't let them discourage you from exploring thoroughly. When you meet the warden, try to keep the camera focused on him as you battle.



In the cell block area, you can bounce to create a hole in the ceiling. Use it to get into the roof, but avoid the area coming out of the cells.



Run from the warden until he passes, then slide into him and stomp on him. Stay away from the walls, which can block camera movement.

Courtyards 1 and 2

In the first courtyard, you'll have to make a tricky jump to find a second player. Watch it to turn the question marks into items. In the second courtyard, avoid the searchlights to make your escape.



If a light hits you, you'll lose a heart and be sent back to the next courtyard. Stay close to the walls and jump to avoid being spotted.

Following the left wall is easier than following the right. Be sure to pick up both notes in the courtyard before heading to the pit.

Do a Little Dance

At times, various characters will teach you different dance moves (follow the flashing buttons shown on screen). You don't have to pass the lessons, but they're good practice for the contest at the end of the game.



SLIDE

To slide, press 2 while running. The attack can stop you enemies by accident, but it's not very powerful. Beyond an 90-degree angle of your attack, you can hit as many times as one slide.

CHICAGO

Once you and your faithful sidekick, Cade, are free from prison, you can start gathering up the rest of the band, starting with your big buddy, Mac. Word on the streets says he's being held prisoner in a sleazy nightclub somewhere downtown. It's time for a little road trip...

Streets

The beginning of the Chicago level is made up of a series of connected streets, alleys and sewer tunnels. You'll have to backtrack several times before you'll be able to move on to the park area.



In the first street stage, punch the record player to run the cassette works into frame. Jump on the track can to reach the high ledge.



You can also use a window to bounce up the side of buildings. Follow the ledges and crawl through windows to collect various items.

Jump, Jive and Wail



Besides break cans and sawings, you can also use the traffic light in the second street stage to reach high places. Punch the can to stop traffic. Jump on the delivery truck to reach an opening.



You can travel quite a ways above ground, using ledges, trees and fire escapes. Don't be afraid of jumping onto new areas.

Alleys

The three street alleys are connected by two alleys and two sewer tunnels. When you backtrack through the streets, some money items, such as coins, will regenerate. Stock up if you're running low.



Racing through the alleys is no cakewalk. Look out for the old ladies armed with rolling pins that pop out of the windows.



There's a key in one of the rooms in the first street area. It will unlock the door between the first alley and the second street.

Sewers and Park

The camera angles will work against you, making it difficult to gauge some jumps. Remember to punch the valves at the sewers so even on the fire hydrants, or you'll have to repeat the stage.



To cross the big pipe, make a long jump by pressing the up button. A thin pipe is to roll on you. The jump-roll will take lots of practice.



In the park stage, jump on the tree can to search on sewers and platforms above. Jump on passing clouds to move to more buildings.

SPEED SHOES



Look for the Speed Shoes, which allow you to run faster for short periods. The shoe looks like a sock wearing a pair of shoes.

Rooftops and Willy's Bar

In the rooftop area, the buildings are too far apart, so don't expect to jump between them. As for the goons on the ledges, you're better off jumping over them rather than trying to fight them.



No bridge? Go to the side of the building (only from the top) you're trying to cross. If you jump in from the top, you'll be blown across.



In the bar, grab bottles off the counter then jump on the pillars. Some pillars have tabs open to let you when you won't be hit.



Press Z to bring up a targeting sight. Shoot the lights to make them fall on Willy's band, and then shoot Mac to free him.

graveyard

We don't know if you're still in Chicago, but the Graveyard is about as downtown as you can get. First knock down the tombstone in the back-right corner to make a platform appear. The platform will carry you to the tomb entrance. Use your hat to knock out the carnivorous plants.

Tomb and Mausoleum

In the Tomb, push the buttons in order to solve the puzzle. Use the moving platforms to reach the Barch room on the upper level. In the Wind room, the cancer pillars won't lunge under your weight.



If you walk slowly and stop just on the ledge again, they won't be able to reach you, but you can hit them with your hat (hold Z and press X).



How red! The green gas the electrical plants spray will knock you for a loop. Fear not! It's in the only way to touch them some more.

Spring in Your Step



The Spring stage will boost your jumps a little too temporarily. We guarantee that Art Janikas have bottles on these bottles!



There are two pairs of Spring Shoes in the mausoleum. Go to the main floor, while the other is held a miscalc on the middle level.

Spooky Well

Besides finding your head mace, you must locate your gear, too. Cade's axe was in the prison courtyard, while Buster's drum is at the well. Stop the switch to drain the water and then jump on it.



Punch the record player to make sound platforms appear. Follow the platforms to the water and drum set before the timer runs out.



The green gas that inhibits the glass will cut rivers with your stone. Stay close to them just in case before you go for the drum.

Forest

A skeleton with a taste for the blues guards the entrance to the forest. If you have all ten notes from the Chicago level, he'll let you pass. If you don't, you'll have to go back to the Windy City.



Stand to one side and keep on the run in case you get away from you. If you see, don't get any plants on the side first, then jump.



In some cases, the level-down rock from side to side. In others, the ladders will roll through the tunnel, of course, in the key.

HAT TRICK



Your hat will fly off a bit on obstacle or reaches the boundary of the stage. What a perfect tool for clearing the worst off the road! It's a real job, but someone has to do it.

Evil Tree

What's this—the Blues Witch Project? A bewitched apple tree has come to life and snared your little orphan buddy. Buster Jump on the platforms around the arena to escape the tree's shock wave attack.



The shock waves will knock you off the other team. Pick them up in one or two seconds. You can hold only one apple at a time.



If you're on a platform when the time passes, you'll switch to a temporary reverse automatically. Your your applies to the tree's mouth.



Once you turn the tree into toothpicks, several more platforms will appear. Follow them up the side of the cliff to free Buster.

The Swamp

To enter the Swamp, you must first pass through a series of mazes. When you appear, punch the record player to turn the question marks into trees. Grab the Speed Shoes and run to the cave. Before the timer runs out, stop the dynamite to blast open the cave entrance.

Tree and Spider Cave

Use the barrels to cross the river at the Swamp entrance. To avoid sliding off the barrels, let off the Control Stick as you land. Once you help the hillbillies, they'll help you reach the Tree stage.



You can ride the barrels to the way you need the intent to collect items. The barrels on the middle course jump right by the dock.



Use your hat to defeat the spider. Once the boss spider is gone, use its web to get them to reach a high tower. Follow it to find a note.

House

Appropriately enough, the house of the blues house is being held in a house in the middle of the bayou. If you don't have all of the notes in the game when you arrive, Marco won't let you in.



In the first stage, you must follow the ramp. It's a relatively quick run, but don't let your guard down this close to your goal.

Rapids and Waterfall

In these stages, the rules change a bit, jumping in the water in the rapids is not fatal, but watch out for gators. There are two paths through the rapids, and both are well stocked with items.



At the end of the rapids, hop off your barrel and head for the chest. Destroy the hillbilly and jump on the rocks to reach the waterfall.



The third jump are insane, and your hat hat is not to jump too far. Try to keep the stage on rocks, in case you have to play it.



Next, you'll encounter more rolling boulders like the ones you saw in the forest. Be ready to jump and punch you will be fairly low.



Marco is playing drums for the gig. The entrance, but can't reach but all of the traps you've learned throughout the game.

Bust a Blues

The final challenge is a five-round dance-a-thon with the Queen. Each successful move earns points and triggers a more complicated move. The camera will focus on whoever is winning at the moment.



feeling Blue?

Blues Brothers 2000 offers some good game play for young and casual gamers, but the camera work sometimes spoils the experience. You can't always position the camera where you'd like or switch to first-person mode for a better view. If you can work around those shortcomings, however, you might decide that stogie with these Blues isn't such a bad thing after all.

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Stunt Racer 64

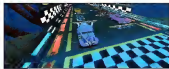
© 2000 Midway

According to Midway and Boss Games, the '30s are going to make a giant comeback in the year 3000. At least, that's how it looks in Stunt Racer 64, which places retro wheels in a futuristic world, resulting in a visual feast of stunning scenery and dizzying stunts.



UNPLEASANTVILLE

With the mind-boggling advancements of technology, it's impossible to imagine what the world will look like in the next millennium, but it's safe to say that 1930-style vehicles won't be zipping around the streets. Nonetheless, that's the case in Stunt Racer 64. Of course, it's no return to Pleasantville. In 3K, the roads are wild, the cars can soar and the drivers all seem to have road rage. Stunt Racer combines Boss Games' solid game engine with wacky physics and intense graphics. The letterbox-style screen shots featured in the review show the graphics using the Expansion Pak.



DRAG RACERS

The cars may appear old school, but there's nothing retro about the characters who drive them. The racers look like they belong in a spaceship cockpit fighting aliens from outer space. The only significant difference among the drivers is the vehicle each rides, which we cover on the next page. When in a league, you can rename your driver.



Dez



Gadgit



Toad



Trig

GREASED LIGHTNING

Despite their big bodies and cumbersome designs, the four-wheelers in Stunt Racer 64 can fly. Each model has a seriously souped-up counterpart that players can purchase. You automatically

start with the car your driver owns, and you can earn other cars as the fleet by defeating bosses. We've listed the vehicles in three columns as follows.

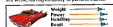
Apollo 1/Apollo 2

The expensive Apollo 2a is one of the best performers in the game, as its powerful engine and strong turbo boosters allow for superior top speed. Luckily, you never have enough cash to buy it, though.



Desperado/Desperado Deluxe

Thanks to a light frame and strong engine, the Desperado can really make a race. But the tricky turns make it difficult car to control, and the Thrusters are weak, hurting its ability to perform stunts.



Stottlemeyer/Stottlemeyer EX

Gadgit's car is light and speedy, focus on the track it handles. The turbo boosters are fantastic, but the stunt Thrusters prevent the Stottlemeyer from delivering a multitude of each-erring maneuvers.



Whirled Light/Whirled Heavy

All in all, Toad's Whirleds average in every respect. The strong engine and light build make for a speedy ride, but the handling is troublesome and the Thrusters are mediocre. Avoid using Toad.



Cockroach/Cockroach Extreme

The trailer-looking bug provides some great handling, but the weak engine and strong turbo boosters are slow. To score on this, the Road's solid turbo boosters make up for a lack of power.



Hysteria/Hyperion

As the other players' cars, this impressive in itself, but the racer's turbo power in the engine and the light weight of the vehicle make it hard to control if you want a tight race, use your permits for Dimplicity.



Fuzz/Superfuzz

Hey, you need versatile vehicles, too, especially if they play on keeping up with the other drivers. The Fuzz is an excellent choice with a solid engine and strong boosters to catch up with the lowlanders.



Bumpkin/Atomic Bumpkin

It may be a beat-up old truck, but the Bumpkin is one of the most maneuverable cars in the game. Its weight makes it a threat to any driver, and the engine and boosters are seriously powerful.



Del Raye/Del Raye Custom

It's a little surprising that bad boy Del Raye is a car with mediocre turbo boosters and stunt Thrusters. The Del Raye's handling is marginally better, but overall, it's a tough ride to control.



Scimitar/Scimitar Insane

The prototype gangster's car, the Scimitar packs a powerful punch on the road. But the handling and aerial abilities of the large beast leave a lot to be desired. At least, it's a cheap ride.



Surf South/Surf North

Not only is it a stumpy, ugly ride, it doesn't have many refinements either. Averaging handling, turbo boosters and stunt Thrusters are overshadowed by its lousy engine and unimpressive weight.



Z-Bucket/Blown Z-Bucket

With the Z-Bucket in his garage, Dez is the man to select when you start the game. The swift little hot rod has weak stunt Thrusters and a fine, though.



SHAKE, RATTLE AND ROLL

League play is where the serious action begins. Each league consists of several rounds, culminating with a one-on-one contest against the league boss. When you defeat a boss and advance to

the next league, you get to take his cool car with you. If you're having trouble getting through a league, go back and race an old one to earn cash for upgrading your wheels.



Kid's League

In the opening round, several other ratty drivers will try to knock you around. You'll want to start at the front by picking a heat as fast as possible. Once the selection screen appears, opponents will start grabbing positions. If you've learned which opponents are the tough racers, you can wait for them to pick then choose the easier heat.

Round	Entrants	Heats	Elimines/Heat	Elimination	Heat 1	Heat 2	Heat 3	Heat 4
1	12	2	6	9th or worse	Soda Ft MI	Ghost Toys		
2	8	2	4	5th or worse	Medieval Mayhem	Ghost Toys		
3	4	1	4	2nd or worse	Ghost Toys			
4	2	1	2	2nd or worse	Wild West Racers			

Ghost Toys, Ghost Leap



The toys track feels like a twisted The Ringing Day race, with oversized crates floating among leaping neon lights in the dark of night. The jumps are long—perfect for rapid starts.

Medieval Mayhem



The shortcut on this track will act as your first. After you've completed a lap and crossed the finish line, use a turbo off the first jump and angle toward the right so that you land on a new road.

Wild West Racers



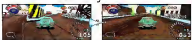
Seize your opportunity to oust the pink WHO's been trawling all for every race. You'll want to make sure your wheels are fully upgraded so that you attempt to beat the kid in the Wild West Racers. He's your turbo around the second jump, bend at each one, and play it smart at the end by making the first vertical jump.

Bunny's League

Round	Entrants	Heats	Elimination	Heat 1	Heat 2	Heat 3	Heat 4
1	10	3	6	9th or worse	Medieval Mayhem	Wild West Racers	Ghost Toys
2	15	3	5	7th or worse	Soda Ft MI	Ghost Toys	Medieval Mayhem
3	10	2	5	9th or worse	Wild West Racers	Ghost Toys	
4	8	2	4	5th or worse	Ghost Toys		
5	4	1	4	2nd or worse	Medieval Mayhem		
Boss	1	1	2	2nd or worse	House of Horrors		

It's nice to know that cheerleading outfits don't change much in the next thousand years, but the cheerleaders' attitudes obviously do. Bunny may appear cute and friendly, but she is out for blood. Use the upgrade of the car you started with. For example, if you started with the Stormtweaker, race with the Stormtweaker EX.

Save Those Turbos, Cowboy!



When back on the Wild West track, look for nitro and save your turbo for later in the lap. Jump into the lead early and try to land on the two nitro—one as you round the bend before the first tunnel, and another once you enter the tunnel on each lap.

More Mayhem on the Medieval Track



On this course, you'll have some opportunities to collect nitro at layman's marks and save your turbo for later. For example, as you round and prepare for the short jump, a nitro will be waiting. You can also triple-collect cash by hitting the 3x.

Tacky Tiki



There's twisting, biker-bodge jumps on this course and some nitro waiting to help you collect nitro. Use your turbo out of the top of the end of each lap to maximize your speed.

Cosmos 'n' W



It's time to move past the sprawling chaos finale by taking on the House of Horrors. This course is easy with few turns, but watch your speed or you'll find yourself falling into space. Use a turbo after the last jump on each lap, when you see the spider. Or try to collect a 3x by steering into the heart of chaos.



Hill Bally's League

The courses will start to get more complicated, and you'll need a strong vehicle to get you through the next few leagues. We suggest using the Bumpkin because of its power and stability. Plus, it just looks cool. Be sure to read our tips so you're familiar with the new tracks.

Round	Entrants	Heats	Elimines/Heat	Elimination	Heat 1	Heat 2	Heat 3	Heat 4
1	20	4	5	7th or worse	Medieval Mayhem	Wild West Racers	Tacky Tiki	House of Horrors
2	15	3	5	7th or worse	Ghost Toys	Soda Ft MI	Medieval Mayhem	
3	12	3	4	9th or worse	Creepy Carve	House of Horrors	Creepy Carve	
4	8	2	4	5th or worse	Planet X			
5	4	1	4	2nd or worse				
Boss	1	1	2	2nd or worse				

Surviving Tacky Town



You can take the first big jump pretty fast, but slow down a little as you approach it. If you don't let off the gas and your speed is too high, you'll jump over a lip in the road, lose out of control and lose previous time.

Creepy Carve



There are a few different routes to take on Creepy Carve. At the first fork, go left for cash, or go right to save time. At the second fork, go right to get ahead of everyone. Be sure to let your turbo wait after the ramp to stay in control.

House of Horrors



The second floor on this course let you own some serious cash for upgrades. Take advantage of the nitro before the first jump and cruise to the finish line style.

Creepy Carve



Look, don't look very bright, but he's a tough race when you're familiar with Planet X. Early on, you'll have some long gaps that you'll be forced to keep in. In a word, you've got it covered. Drop your nitro and you reach the bank, go right and use your turbo to blast out of the loop.



Big John's League

The King lives in the form of Johnny Mean, proving that Elvis impersonators will never disappear. Big John's league features some thrilling tracks, such as the Nautical Adventure and Space Race, which require a top-notch vehicle. Upgrade your Bumpkin to the Astoric Bumpkin.

Round	Entrants	Heats	Elimination	Heat 1	Heat 2	Heat 3	Heat 4
1	20	4	5	7th or worse	Nautical Adventure	Wild West Racers	Creepy Carve
2	18	3	6	7th or worse	Ghost Toys	Planet X	
3	12	3	4	9th or worse	Soda Ft MI	Medieval Mayhem	
4	8	2	4	5th or worse	Planet X		
5	4	1	4	2nd or worse	Space Race		
Boss	1	1	2	2nd or worse	Retro Metro		

Nautical Adventure



For example, don't worry about falling off the track, because the anteroiler course has nitro on every road. At the first bank, hand grip. After collecting the two jumps and merging onto the main road, use a turbo to give speed for the next jump.

Space Race



Space Race is a carefree course that sends you flying into the air repeatedly. As you come out of the first tunnel, stay straight and build up speed to jump or to the upper road. Be prepared to slow down when you drive across the planet's red-hot rings.

Don't Be Feral!



The critter Johnny Mean put the car, and it's time to take back the retro. The Retro Metro track has a few well-placed secrets that Johnny will need to be victorious. For one, most of the right turns don't have nitro, so watch your speed and stay in the middle of the road. When you reach the bank, go left and use your turbo at the end of the short cut to gain on Johnny or to keep your lead. You should land on the top track that will lead back to the main track. If you jump to miss a jump, you'll get phoned back at the fork.



Dr. Death's League

Reluctantly, Dr. Death has agreed to let you into his league, and you'll have to prove you belong. The league involves 18 grueling races, and the competition will be breathing down your neck. Stick with the powerful Atomic Pumpkin and review the tips for each course before hitting the pavement.

Round	Entrants	Heats	Entrant/Heat	Elimination	Heat 1	Heat 2	Heat 3	Heat 4
1	18	3	6	17th or worse	Medieval Mayhem	Tacky Tiki	Nautical Adventure	Planet X
2	16	4	4	16th or worse	Ghost Boys	Space Race	House of Horrors	
3	15	3	5	15th or worse	Groovy Connie	Wild West Backus	Retro Metro	
4	12	3	4	14th or worse	Nautical Adventure	Planet X	Wild West Backus	
5	10	2	5	7th or worse	Space Race	Retro Metro		
6	6	2	3	2nd or worse	Nautical Adventure	Planet X		
Boos	1	1	2	2nd or worse	Retro Metro			

X Marks the Spot



When you take a tight air at the top of the loop, you'll be traveling very fast. Use your turbo to give yourself a boost, but make sure you maintain control or you will fall off the edge at the top of the loop.

Loading up on Loot



Planet X is a great place to grab some extra cash. When you see some familiar enough with the course, look for a center barrier track. After the long, dangerous curve with no rail on the right, slow down and take the money flag road below the main path.

Pole Position



After Whizzing around the planet ring on the Space Race track, watch for an oddly placed pair in the middle of the tunnel. Stay left or right.

Pinny, Punny



It's no surprise that Dr. Death will try anything at his power to win the best race. Your job is to let the grip it gives at the left, especially as that you make it through the small opening on the other side. Be sure to pick up scoring question marks as you can because they are worth 5000 each.

DREAMY STUNTS

When you need a break from the nerve-wracking racing, head to the Stunt Bowl and impress the crowd with an array of aerial acrobatics. You get three minutes to earn as many points as possible. And in that time, the fans will drink you're hip.

Bowl of Stunts



Be sure to collect the 3x in the center of the Stunt Bowl before you perform your most daring move. You'll earn more points by pulling off several tricks at once, but you also get bonuses for performing close to the ground.

The Hallipec



You must master the 180-degree turn before experimenting on the hallipec. Don't go too fast as the ramps, or you'll tumble into blackness in the off-air side. Try to perform lower-to-higher jumps in the middle of the arena.

FUN TIMES FOUR

As expected, up to four players can compete on any of the unlocked tracks in Quick Race Mode. Choose a course like Retro Metro or Tacky Tiki and knock your friends off the cliffs.



You can't race against selected computer opponents or join a battle in a league contest, but the Track Race Mode gives you the opportunity to test your skills against other human drivers in any of the available tracks.

Keys to Success

So you've had enough of the 'you mope and you're looking for something a bit fishier? Drive each of the boxes and collect keys to unlock a new vehicle. We're not going to spoil the surprise, but it's certain to satisfy any 'wonder-day' speedster craving. Once you have your new beauty, you'll want to play the game all over again.

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Back in medieval times—the 1980s—a scrappy little knight hacked out a trail for console RPGs on the NES. Enix will soon resurrect the brave warrior and his descendants to work their magic on Game Boy Color in two epic quests known as...

DRAGON WARRIOR

II

© Enix Corp./Project Final Fantasy/Tekno 2003

Slayer's Story

As the Dragonlord grew in power, the forces of evil spread the wildfire across the Kingdom of Alefgard. Monsters and mages lurked in the countryside, attacking anyone foolish enough to wander beyond the castle walls. The citizens of the embattled land held on to one thin strand of hope: a prophecy that a descendant of the legendary warrior Lono would fight for their freedom. Few would guess that the weak and suspicious youth who arrived at Stronghold Castle would be the one destined to defeat the mighty Dragonlord. Fewer still would believe that the youth would begin a noble bloodline that would last through the ages. Its heroes called upon whenever evil threatened the land. With the September release of *Dragon Warrior I & II* for Game Boy Color,

Enix returns fans of role-playing games to the hallowed beginnings of the genre.



Resurrection

Like many classic RPGs, the two *Dragon Warrior* games included on the Game Boy take place in a fantasy world filled with swordplay, sorcery and supernatural beasts. Despite the similarities of the turn-based fighting systems and general look of the landscape and characters, the games offer two distinctively different RPG experiences.



Dragon Warrior I

One of the great traditions in mythology is the story of the lone adventurer conquering evil in the face of seemingly insurmountable odds. The first installment in the *Dragon Warrior* series thrusts you into the fray with little more than a horned helmet, the clothes on your back and the generosity of Alefgard's citizens. As you move from town to town, fighting monsters and collecting gold, the details of your mission to defeat the Dragonlord will begin to unfold.



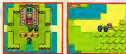
The King is a fountain of important information, such as how many more experience points you need to reach the next level. DW locations are always with blue borders.

Dragon Warrior II

The second quest takes place many years after the defeat of the Dragonlord. An era of peace and tranquility has been broken by the monstrous armies of Hargon, who intend Moonbrook Castle to assassinate the King.

Party On, Warriors!

As the Prince of Lennia, you'll need to travel the countryside in search of like-minded adventurers; then set off as a party to stop Hargon from resurrecting an evil entity.



Dragon Warrior II, shown with red borders, offers the first real element of the series in many fundamental ways, such as the use of "traveler" gates to warp to new locations.



Polished Treasure

Derived from the phenomenally successful Japanese RPG *Dragon Quest*, the original *Dragon Warrior* was tailored to appeal to a younger audience. Fans of the series will be excited to learn that the GBC versions of I & II offer new translations from the original Japanese to better reflect the spirit of *Dragon Quest*.

Name Games

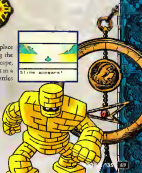
As with the rest of the text translation, the names in DW I & II have been altered from the original DW. For example, the legendary warrior Erleck was changed to Lono, which is closer to the Japanese name.



The gold gave Lono the Light Orb.

Scene Combat

Battles in DW I & II take place over a background showing the natural features of the landscape, such as trees when you fight in a forest. The original DW battles took place on a black field.



Where Dragons Fear to Tread

Aelfgard and the various kingdoms of DW II are large worlds that must be explored with the bravery of a knight and the skill of a cartographer. Travel across deserts, through forests and over hills to find castles, towns and other important landmarks. You'll even need to slip through poisonous swamps.

Terra Incognita



A few character-like monsters are responsible for strange warms.



Dungeons and caves hold many dangers, such as fire-breathing dragons.

Day Tripping

Every town in DW II is important and unique. You'll probably visit each of them several times during your adventure.



This is a barbershop, the only one of its kind.



It's a place to buy the sun of dragons.

Specialty products in towns carry many shops, but they're not always there, so it's necessary to complete your quest.

Come Sail Away

Your characters in DW II can't swim, but you'll be able to sail the high seas once you find a docked ship.



Hidden Agenda

You know from the beginning that you need to defeat the Dragonlord. But the details are in the details. You'll need to think like a police detective, putting together various pieces of information to figure out secrets.



A dragon lord is the most dangerous of all.

Talk of the Town

Townpeople are always ready to bend your ear with the latest rumors. You'll find some of the information valuable.



There's a shop that sells the best of the best.

You're Warned

Myriad Twisted's Gates allow you to warp to different locations—some of them inaccessible by other means.



Fight Club

You won't be able to travel far in the countryside without encountering trouble from hostile monsters. Turn-based fighting and random encounters should be familiar to anyone who's battled Pokémon, but DW II offers plenty of options to keep things interesting. DW II offers complex battles with multiple combats on either side.

Swordplay

You usually get the first turn in a battle, and usually you'll elect to fight. The option differs a little from whatever weapon you've equipped.



You are the solitary warrior in DW II. You fight each battle against one enemy.



Find some handy warms to help you defeat the multiple enemies in DW II battles.

Magic Moments

Many of your enemies will use magic spells against you, so it's only fair that you return the favor. Learn new spells as your level increases.



The best spell restores HP. Points (HP) lost in battle, but it's not a Magic Points (MP).



Control characters you control in DW II. You can't control other characters.

Pump Yourself Up

Each time you win a fight in DW I & II, you'll gain Experience Points (XP)—the tougher the battle, the more points you're awarded. XP are required to raise your level, which determines maximum HP, MP and fighting abilities. The amount of required EXP gets progressively greater for each successive level.

Gold Standard

From the lowliest slime to the fiercest Dragon, each enemy you fight has gold for the taking. As you might expect, the money comes in handy when you need to upgrade your equipment.



Experience Points build up until you are promoted to a higher level.



Your level determines your strength and prowess in battle.

Map Time

An overnight stay at an inn is the best way to restore depleted HP and MP, and the rates are reasonable.



Alefgard Artifacts

Although you start off your quest with virtually no possessions, you'll quickly discover that you don't have room for all the items you'll find. You'll have to buy many necessary items at town shops, but you should also keep your eyes open for freebies hidden in pots or drawers.



Herb

Curative Herbs will regenerate a limited amount of HP just in a bottle.



Medicine

Antidotes will cure you if a dragon hit's poison is depleting your HP.



Warp Wing

The Warp Wing will instantly transport you back to your home castle.



Key

As you know, keys open doors in DRAGON QUEST. Some keys are color-coded.



Grab 'n' Go

We all know that stealing is wrong, but sometimes you're left with no other option. Pop open any treasure chest you find—sometimes there are valuable items or even gold tucked there.



Club

A blunt instrument, it's the go-to weapon when you're too poor to buy a sword.



Copper Sword

The Copper Swords is a good basic weapon until better swords become available.



Iron Axe

Use the sharp Iron Axe to defeat monsters, not to chop wood.

Need a Light?

You won't get far in a cave or dungeon without a torch or the Radiant spell. Try to keep one of the two handy.



Trading Up

Item management is critical to success in the game. Sell obsolete possessions like old weapons for fancy new items.



You can trade your past possessions for first-class at any shop in Alefgard.

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TUROK 3

SHADOW OF OBLIVION

The proud Turok tradition lives on in Turok 3: Shadow of Oblivion for Game Boy. The once-evil Dinosoids have split into two factions—those who still want to destroy all humans, and those who are willing to work for peace. Turok works with the good lizards to promote peace with all-out dino blasting action! Interesting method.

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LEVEL 1

The first level hits you with tank driving, Dinosoid shoving, straight shooting and key searching right at the start, and the game never lets up its grueling pace. You'll need to master a bunch of new skills to move on to the next level.



All Tanked Up

Use A to accelerate, Up, Down, Left and Right to maneuver the tank, and F to fire. When you reach a flag marking a cleared, red "A" on the ground, run over it to enter the other areas of the level.



All Keyed Up

Dash through the first two mazes, lighting off Dinosoids and clearing mines. One Dinosoid will drop a pistol when it's destroyed. The first key is found at the end of the first maze. You might miss it if you don't look carefully. The second key is dropped by a Dinosoid at the end of the second maze.



Base Maze

The Base is actually an intricate maze. Remember which doors you've already gone through—many of the doors lead to hallways that branch off in two or more directions, and some doors lead simply to dead ends. Try to head upwards when ever possible.



Dangerous Dinosoid

The vicious yellow escape creature likes to lunge in your direction. The pistol and machine gun make things much easier, so be sure to pick them up in the earlier areas. Aim for the Dinosoid while avoiding his tongue attacks—you will prevail.

LEVEL 2

The second level is a run-around-and-destroy-everything-in-your-path level. You must take out the enemy's fuel and ammunition reserves to give your side a fighting chance. Unfortunately, the Dinosoids don't take your attack lightly.



Rocking the Boat

You drive the boat almost the same way you would the tank—accelerate with A, shoot with D and move about with Left and Right. You can't destroy the barrels, but you can blow up their outside. Find the they marked X's to reach new areas.

Switch 'Em Up

Navigate your way through the mine of doors and go to the right of room one and three and to the left of room two (find a red number next to its door) to find the three switches you need to throw. The wall will change to a forced corridor now. Just make it to the end to exit.



Gas Attack

Make your way to the end of the maze, then reach a strong eye icon that put in your way and blowing up the fuel reserves on the island. Blow up the fuel tanks by attacking them with my weapons. Make sure you get every eye of the pink tentacles.

Ammo Blammo

It isn't really a maze, because you have to enter every single room and destroy all of the ammunition. Use my weapon on the human marked "ammo" to destroy their ammo. When you've blasted the last box, you'll automatically exit the level.

What a Croc



There's a croc, and it's coming right for you! Push your boat to the left as you try to avoid the crocodile. Dinosoid's breath attacks. Dash the waves and land the croc. To then so that they blow up on the Dinosoid's face.

LEVEL 3

Your main mission in Level 3 is to liberate an important member of the anti-human Dinosoid group who has decided to defect to your side. The evil Dinosoids are holding him prisoner, and you are his only hope.



Compound Problem

You have a really great touch, to drive around in, but it's not heavily armed and there are tanks and turret guns all over the duty base level. Look for orange doors and drive on to access new areas.

The Jailbreak

The prison maze is complex, but if you always take the door on the left side of every numbered room first and watch your way left, hitting the switches as you go, you should be able to make it through without much of a struggle. The last room has the prisoner!



Rocket to Power

Blow every last box until you find the rocket Dinosoid, and then blow a bit more. You have to collect the hardware and destroy all of the boxes in the area to move on to the next level.



The Great Escape

You'll actually have help for your fight out of the prison. The prisoner isn't exactly a crack shot, but he is a tremendous help. But you can't stay behind him, so just try to take out as many of the opposing forces as possible and try not to get hit. It's a long, very tense.

LEVEL 4

Your enemy has allies, and one of them, the Campaigner, is causing your side to lose many soldiers. You'll spend much of Level 4 searching for the keys to the Campaigner's hideout. Once you do, it'll be time to end his campaign.



To the Top

The climb up the hill is made by rolling rocks and mud, but at least none of those pesky little birds that are your enemy's best friend. Dodge the birds, avoid the rocks—your aim to the top should be light and fast.



Shield's Up

It seems like an easy task, but your run to the Campaigner is made much harder because the green garrs have shields and healing skills that will follow you as you run. It's a long, very tense.



Cracking the Crab

The crablike monster will try to make a meal out of you. You won't have any backup, but if you have one extra life saved for the fight, you should be all right. Attack the legs, the center of the creature, and get out of range of its two flame attacks and the needs of its claw.



Swamp Buggy

Your responsible buddies just like your best from Level 2. There's no resource on water itself, for some reason. You'll still have to contend with enemy levels, only this time, they're as involved in the dark water and might take you by surprise.

Forcible Entry



The forced scolding area is no walk in the park. You'll be pushed along the winding path as the robot guards float after you with their constant stream of bullets, and the spiky rocks threaten to slice and dice you.



The Campaigner

No wonder your enemies rely on the guy—he's huge! The Campaigner's huge axes are best weapon, and your best weapon against him. Hit the legs to send them back the Campaigner's way, when they're easy bag bits.

LEVEL 5

The last level is one very long task to the top Dinosoid, and if you think the journey is hard, just wait 'til you meet the boss! Happily, you have to drive to only one point on the overworld—the rest of the areas flow together nicely.



Tanks Again

You're back to the tank in Level 5, which is a good thing, because you need the armor. Drive the tank the way you drove your first tank—A to acceleration, B to shoot. About you've found the single, big market. It's the last fight, you're done driving!



Bomb on Wheels

You have to walk to least of the blue bomb on wheels, that will explode if it touches anything, including you or an enemy. It follows your enemy moves, so try to stay well ahead of it, clearing out enemies as you progress.

Obstacle, of Course



It's another bogged-scolding level, and this one is packed with enemy obstacles. You'll have to dodge bombs from the ceiling and lower fire repeatedly, in addition to jumping over electrical stretches at the floor. Don't get stuck—the scolding will squash you.



Big Bad Dinosoid

The biomechanical bodkin is extremely thick-skinned, and your bullets with it won't be very splashy. But second to avoid the monster's fireballs, then dash its laser fire, which follows directly. When it steps splitting a staff at you, ahead of your shield. It takes a lot of hits to defeat the creature.

The Last Dash



Your long walk as the way to the final boss harbors an enemy with a determined Dinosoid. Don't stay in one place too long as the boss will know you. Watch out for the floating green garrs—they won't be able to outlast them. Pick up health along the way.



Final Fight

The final boss is undeniably elusive. He will disappear frequently, then reappear as briefly, you'll have enough time to get only one shot at him. The big boss has several different attacks, but watch out for the incoming energy ball, and stay out of sectors where it's about to hit.



Oblivion Is Near

Turnip's Shadow of Oblivion is a bit short on levels, but since there is no continue feature, it won't seem that way. Don't panic—there are passwords between levels. The game's last level is quite challenging, even on the easy setting. You might just look forward to oblivion, or at least its shadow. ☹

Pokémon

Pokécenter

All Pokémon, All the Time!

Official Pokémon Gold and Silver News!

Good news, Pokéfans! Pokécenter is now your official Pokémon Gold and Silver news source. We promise to dig up as much info as we can on the metallic marvels every month. This month, we're featuring pictures of all 14 creatures that have already been revealed. Including the five whose names were revealed in last month's issue. Our first news flash deals with some of the new characters you'll meet while playing the games, and what to expect when you start playing your Gold or Silver Game Boy Advance.

One of the first things you have to do is set the time of day. You set the hour and the

minutes, and you specify whether it's day or night.

The first item you get is your Pokégear. You set the day of the week on the Pokégear, which becomes important as the game progresses. The all-new Pokémon experience includes a dashing new hero, a new, sass-spirited rival, a brilliant new Professor and, of course, new Pokémon, including the ones shown here. Some are cute ball and Leadybs. Keep reading for more great Gold and Silver insights, and cool new pictures, and watch the Pokécenter for more Gold and Silver info!



Chikorita



Cyndaquil



Totodile

Pokémon Gold and Silver have three new starting Pokémon for you to choose from. The typical area favorite, but the new ones will reveal themselves in Grass-types, Cyndaquil is a Fire-type and Totodile is a Water-type. Which will you choose?



You can choose from a list of names, or you can enter in your own seven-character name.



Your rival will ask you for the day of the week. That might not seem important, but it is! Really!



The time of day is also very important. Some Pokémon will come out only at night, while others like the daylight.



Snubbull



Dugtrio



Slowbro



Bellossom



Ledyba



Togetic



Marowak



Hoothoot



Eevee



Rival



Ho-oh



Lugia



The opening sequence really shows off Gold and Silver's use of color on the Game Boy Color.



Look at Poliwhirl gal - Spiny! It was singing to the flying Pokémon. That's gotta hurt.



Charming was made for Game Boy Color. It's hot in here! Did someone turn the heat up?



Send a Pokémon battle as in progress! Don't ever stand in the way of progress.



Night time in the Pokémon World. Just when you think some creatures come out only at night...



Your rival has the time record in a match before you! Train Day! Or ever you'll look down right mean!



Hero



There's the all-important Pokégear. It acts like your pocket watch, it shows your map, and it tracks you, too.



Professor Elm wants you to do a mission in return for your help. He will reward you with one of the Poké Balls on the table.



Shonika
Eric Barr
55 Len Hill Ave, NY



Psychuck & Golduck
Ernest Dinkel
Alma, Guadalupe



Evolving!
Kevin Keating
Hamilton, OH



e152 Disco
Lucy Fitzmaurice
Guano, TX

Ask the Professor



Now that you've read a little bit about Pokémon Gold and Silver, you may be worried that your favorite Pokémon professor is out of a job. Not so! I have a small but important role in the new games. After all, I am a pretty famous Pokémon researcher, not to mention the inventor of the Pokédex. So ask me anything—I'm an expert!

How do I complete the Mysterious Pokémon Deck?

The Mysterious Pokémon deck in the Pokémon Trading Card Game for Game Boy is a Grass and Psychic Deck that is very powerful and very hard to beat, because it features two extremely rare Pokémon Cards: a level-64 Venusaur and a level-75 Mew. The two cards are known as the Hidden Cards, and you can get these cards only through Card Pop!—but they won't come up very often. You could Card Pop! with everyone you know and still never see the cards. If you do manage to get the cards, simply head over to the Astrodex Machine in the Pokémon Dome, which is accessible only after you beat the Trading Card Game Masters for the second time, and it will connect the deck for you.



This level-75 Mew card is very rare. Its Mystery Attack does a random amount of damage.



This rare Venusaur has Pokémon Power that can reverse the effects of sleep, paralysis and confusion.

How do I beat the Pokémon Snap Challenge Score?

The Challenge score is definitely not a snap—you have to be a great Pokémon photographer to meet the challenge. There are a few things you should try to do on your way to beating the Challenge score. Always be sure to snap as many different Pokémon as possible and get the Pokémon Signs, too. Try to snap a ton of pictures. If you can take all 60, that's even better. Take as many Special Shots as you can, and take more than one picture of each Special Shot. For example, if you catch Balloon Pikachu, Flying Pikachu and Jigglypuff on stage in the Cave and take shots of most of the other Pokémon in the Cave, you will probably beat the Challenge score.



Take your best shots, especially of the Special variety, like Pikachu on a ball.



The Tangle's Challenge score is pretty high, but you can beat it!



Accept Jigglypuff's challenge and defeat it to unlock the pink professor.



Jigglypuff is so lightweight, but it can hop! It's own in any warship.

What's up with the Gallery?

Pokémon Studios' art artists already knew that there is great 3-D handling inside Pokémon Stadium, but many fail to notice the less flashy Gallery feature. In fact, you might have just zipped right past it without stopping to check it out! To access the cool extra, select Gallery from the very first menu that appears when you switch on Pokémon Stadium. Inside the Gallery you will find your very own Pokémon photography studio, where you can take pictures of virtual Pokémon or your own creations. You can use nearly every button on the Controller to move the camera's focus, angle and position before you take a shot. Try it—you'll love it!



You can take very basic shots of your Pokémon, but that's boring, isn't it? You're right!



Experiment with the camera and take some fancy pictures. You can even shoot them out at Snap Stadium!

Where is Jigglypuff in Super Smash Bros.?

The cute but tough puffball is not one of the characters you start out with in Super Smash Bros., but it is one of the easiest hidden characters to earn. Complete the one-player game on any difficulty level to make Jigglypuff come out and challenge you to a fight. Beat the pink Pokémon—it will be unlocked as a playable character. Jigglypuff has a good selection of moves, including the signature Sing and Sleep attacks, both of which will put its opponents down—for a nap. Perhaps one of the most surprising feats in Super Smash Bros. is using Jigglypuff to take out that big old zircon, DK, with the tiny, wide-eyed Jigglypuff shouting, "Jiggly! Puff! Puff! Puff!" as it delivers the winning blow. You'll laugh every time!

Colosseum



Do you have a team that has taken you through some tough matches in Pokémon Stadium? Or a team that made the Elite Four cry? We want to hear from you!

Chris Spencer from Holladay, Tennessee, has a picture-perfect group of Pokémon that they seem too good to be true! His team would work well under many different circumstances. It's diverse enough to tackle the Prime Cup in Pokémon Stadium and powerful enough to give any Pokémon Trainer a good, long fight. Chris thinks that his team of level-100 brudders is one of the best ever built. What do you think?

Dragonair



Chris likes to start off with Dragonair because of its sheer power against rival Dragon or Psychic types. The Dragon Rage attack will do a ton of damage to nearly any type of Pokémon, while the Ice Beam will put other Dragon types out. Even if this Dragonair is up against a dragon that has Ice-type, it's got a Whip attack, which can trap nearby any Pokémon down if you're not hit.

- Dragon Rage
- Whip
- Ice Beam
- Thunder Wave

Alakazam



Alakazam can learn a decent number of different attacks, and Chris likes to use it as the Psychic-type double ball of Confusion and Psychic will make almost any Pokémon think twice before attacking Body Slam or a variety of other attacks that respond to it as a psychic, and Thunder Wave is a great Electric-type attack. Both have a chance of paralyzing the competition. It's almost like magic!

- Confusion
- Body Slam
- Psychic
- Thunder Wave

Gyarados



Gyarados is a popular Colosseum pick, and one of Chris's favorites because it has the power of Dragon Rage in its side. Chris likes Thunderbolt on board to give other Water or Flying types a good shock, and adds in the over-powered Hyper Beam to do even more damage. Hydro Pump plays to Gyarados's Water-type move, and it's a good, reliable attack. Chris thinks that so late a complete without a Gyarados.

- Dragon Rage
- Thunderbolt
- Hyper Beam
- Hydro Pump

Gengar



The scary-looking Ghost-type Gengar, is one of Chris's favorites because it can use the bulk out of the other Pokémon. Chris likes to load it with Psychic abilities on Mega Drain to wipe out any of Gengar's best HP. For those really tough battles, Metronome and Confuse Ray are there to give Pokémon of any type a good, confounding scare. Metronome is a bit risky, but Gengar's tough enough to take chances.

- Psychic
- Mega Drain
- Metronome
- Confuse Ray

Sandshrew



Chris calls Sandshrew "The all-powerful Ground type," and this special breed is to live up to its type. Sandshrew is an incredibly strong attack, resistant to fire, being seen the toughest types to their knees if they have their Rock Slide as well as power over other types, but it's much more reliable. Slashes them directly in the back, while Hyper Beams stored away in case of emergency.

- Rock Slide
- Earthquake
- Slash
- Hyper Beam

Zapdos



Zapdos makes the team because of its strength against Water- and Fighting-type. Its Flying-type might make it a bit vulnerable to other Electric types, but its right! will take it into long after the opposing Electric-type attacks. Zapdos is a great ground-type Thunder in a flash.

- Thunder
- Fly
- Light Screen
- Drill Peck

Powerful attack that will damage many types of Pokémon, and is used against Ground-types. Drill Peck and Light Screen round out the moves.



Persian
Lisa Clark
Holliston, MA



Dragonite
Tom Jung
Dundas, ON, CA



Licking the Bittle
Avery Lewis
Stammingen, MN



Shudder
Mik Drazdewy
Pawnee, NE, OK

Pokémon Colosseum, Pokémon Stadium, Pokémon Snap, Pokémon Trading Card Game, Pokémon

Send questions, comments and art to: Magpie@aol.com
P.O. Box 27822
Fond du Lac, WI 53420
please enter the name of your

Pokéchat



Yes, we know—Pokéchat is on the last page for the first time ever! We had to make room for the breaking Gold and Silver news, but as an extra bonus, we have more room than usual for chat about all things Pokémon. If you have a Pokémon question that's been bothering you, be sure to drop us a line at the Pokécenter. We love hearing from true Pokémon Fan Fale!

Q: You guys seem to have a problem with Mew and Mewtwo, at least when it comes to the Colosseum. What do you have against them?

A: We have nothing against the two superpowerful Psycho-types, kawaii. We do have a great deal of respect for Mew and Mewtwo, not to mention the Pokémon Trainers who are dedicated enough to have them. We do discriminate against teams that feature the two cool cats, however, for a few reasons. It's very easy to use Mewtwo and/or Mew to make an incredibly powerful team. The way the two Pokémon have great stats in every category. No matter what kind of attack they're using, it's going to pack a real wallop. And Mew can learn any TM or HM, making it even more powerful! It's much harder from a training and strategy standpoint to create a team that doesn't rely on the huge advantage that Mewtwo and Mew give to any lineup, and we like to reward that kind of hard work. We're not asking you to stop using the Psycho-type toughness for your Pokémon Stadium battles or bouts with friends, because we know how hard it is to give up a sure thing. But if you want your team to make it into the Colosseum, you might have a better chance if you leave Mew and Mewtwo at the beach. And if you really want to impress us, send us a Mew- and Mewtwo-free team that can defeat a team that includes both Mew and Mewtwo! Now that would be a big deal!

Q: When will more new Pokémon show up on TV? I want to see more creatures from Gold and Silver right now!

A: Yeah, we know, the wait is getting to us, too! New episodes of Pokémon featuring creatures from Gold and Silver will be hitting RFD-TV in October, but as you can see from this month's Pokémon the Movie 2000 special insert, there are plenty of new Pokémon to be seen on the big screen.

Q: Which Pokémon do you get for finishing the Gym Leader Castle in Pokémon Stadium?

A: When you defeat your rival and finish the Gym Leader Castle in either Round 1 or Round 2, you will be randomly rewarded with one of these Pokémon: Bulbasaur, Charmander, Squirtle, Eevee, Houndour, Hitmonlee, Dracina or Kabuto. Most of them are relatively rare Pokémon that you have to make tough choices about when playing Pokémon Red, Blue or Yellow. If you keep defeating the

Gym Leader Castle, you will eventually earn all of these Pokémon, including multiple Eevee, without having to play your Pokémon Games Boy games over and over again.

Q: Will Pokémon Gold and Silver be compatible with my Pokémon from Red, Yellow and Blue?

A: Yes. You will be able to trade any of the original 151 Pokémon between and Pokémon Red, Blue and Yellow and Pokémon Gold and Silver. Of course, you will not be able to trade Pokémon that appear only in Gold and Silver over to Pokémon Red, Blue and Yellow.

Q: What's the deal with this Tinsy guy? He's no Brock.

A: Tinsy is a Pokémon Witzler, which is sort of like a bird witzler. He likes to find Pokémon in their natural habitat and make sketches of them to send and play. Of course, he also likes to sketch trained Pokémon interacting with their Trainers and other Pokémon. It's just a Pokémon fun, plain and simple, and he really knows a lot about Pokémon. He definitely isn't Brock, but he has his own appeal. He also has his very own Witzler, which is pretty cool.

Q: Where can I get Pokémon information online?

A: There are a bunch of cool websites that have information on Pokémon in all of its forms. The big daddy of them all is www.pokemon.com, which has links to nearly every official Pokémon website out there. Go for the links, but stay for the great information about all things Pokémon, from Pokémon Swap to Pokémon Stadium—there's even information about comic, soap, the TV show, upcoming games like Pokémon Puzzle League and so much more! Here's a list of our favorite Pokémon-related websites.

www.pokemon.com
www.pokemonswap.com
www.pokemonstadium.com
www.pokit.com
www.ultimatepokemon.com



You can now email the Pokécenter with all of your Pokémon-related questions and comments and your Colosseum team at pokecenter@exciteinfo.com.

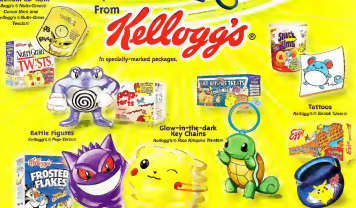
For more Pokémon news, be sure to check out www.pokemon.com!

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PERFECT DARK

JOANNA DARK

Joanna Dark took the world by storm in her debut performance in Perfect Dark for the N64, but as fans of the game know, Jo is no one-bit wonder. In a very rare treat, Jo will return this fall on the Game Boy Color in an equally amazing new thriller. MP previews Jo's second perfect act.

NO JO



For a 22-year-old who became famous just a few months ago, Joanna Dark didn't seem too low profile. She's now willing to talk about her past, before about 30 million other wouldn't be here if it weren't for James Bond. As far as her job with the Corrington Institute, Ms. Dark speaks glowingly of her mentor, Donald Corrington, and colleagues like

Max Dinger, both of whom make cameo appearances in Jo's latest assignments. For the indie-limited agent, carrying a license to thrill is all about giving players realistic action, and Perfect Dark for Game Boy Color may be the most realistic GBC action title in history.



GAME EXPECTATIONS

Perfect Dark for the N64 and GBC are two very different games, but they share several important elements. When asked about the differences, Jo was quick to point out that even though GBC has some limitations, the developers at Rare blew away everyone's expectations with the 32-Megabit cartridge. "It has incredibly crisp graphics, unbelievable sound and speech, and the sense of game depth that you'd expect only from masters of the art. It's such a thrill-ride," stated Joanna. The new story and missions are sure to please gamers too. "They've included the Bumble feature, as well, so you can beat any boss," Jo teased. The exclusive Game Boy Color title also features backward compatibility, save files, Game Boy Printer compatibility, Game Link multiplayer, and a standard DL option. "It's ever so much more fun with two," she added.

PHOTO OPS

There's no denying the quality of the graphics in Perfect Dark. Joanna might have blushed ever so slightly when we compared her beauty to that of a perfect woman, but she was all business when she described the visual vivacity of her latest virtual project. "It's all about detail," she pointed out.

"Even on the small screen, the artists at Rare added little touches, like the look of dirt or grime. And the animations are extraordinarily lifelike."

"Some of the game is so lifelike that the ESRB gave PD for GBC a Teen rating. There's the suggestion of blood, and defeated guards are lying on the ground," she much tamer than the M-rated N64 game," Jo noted. "Still, it may not be what you'd expect on Game Boy."



Smart interface elements like the signature life meter make it easy to see Joanna's condition at a glance. Hurling is best



Classic sequences tell the tale of Jo's fight into danger when her first assignment drops her in dataDyne's South American domain.



Bosses that don't watch may be realistic, but they also helped PD get a Teen rating from the ESRB.



Smart interface elements like the signature life meter make it easy to see Joanna's condition at a glance. Hurling is best



Perfect Dark for Game Boy Color is the most advanced GBC game to date.



Perfect Dark shows you a real mess with each level using the left and right on Game Boy Color.



Much of the game is about how the boss progression, and some areas like the Corrington Institute have a secret D look and feel.



In the game's story line, Joanna is just finishing her training at the Corrington Institute.

JO'S GAME

Job smoldering charms with the upstart hero of PD is the game play Joanna learned it up for us. "This is a game of strategy. You have to think before you act, so you'll find yourself stalking the guards and other enemies, searching for vantage points where you can take a shot while remaining concealed. The only way I survived in most of the six levels was by memorizing enemy locations." Worried is another spice that lives up to PD according to our agent-on-the-go. "There's the driving and sharp-shooting, of course, but I got the biggest thrill from being the boss a dropship. It's off in a day's work when Jo got on the job."



Jo doesn't let the threat of numerous trap bars out when she can turn the tables.



Sound and colors are the keys to unlocking hidden doors.

NO LONGER IN THE DARK

TWO CUPS OF JU

League, public fields, and so on. When you consider that the single-player game, the only one for two players with two Game Boy Pakes, isn't the best of Game Boy Pakes, the Game Boy Color's Game "color" also isn't the best of Game Boy Color's Game "color" styles of play. It has been a good while since you've seen a Game Boy Color game that isn't a Game Boy Color game. It's a Game Boy Color game. It's a Game Boy Color game. It's a Game Boy Color game.

...of playing the single-player game. Many of the modes are just what you need. There are variations of the classic and King of the Hill that are easy to play and recognize. You'll also open up several unique modes such as Counter Force, in which one player holds hostages while the other tries to free them. There's even an Air Hockey simulation for players who need a break from all the gunplay.



First 10... In a simple two-player match in which both players try to reach a pack of sealed goal first. New steps open up as you complete missions in the single-player game.



In Flag Fin, players search for a hidden flag somewhere in the arena. A player who holds on to the flag for three seconds will win the game. Once you've won and are shown in the arena with it, you can use the captured flag.



Counter Force feels like an upgrade since you have a mission—either keep the hostages safe or take out the holder of the hostages. The strategy changes through only three areas.

EXTRA PERFECT

...of playing the single-player game. Many of the modes are just what you need. There are variations of the classic and King of the Hill that are easy to play and recognize. You'll also open up several unique modes such as Counter Force, in which one player holds hostages while the other tries to free them. There's even an Air Hockey simulation for players who need a break from all the gunplay.



Hunk up your Game Boy Color for a Game Boy Prequel and create a stack of PD scenes.



By one play the Amiga Game over and over, perfect play your driving combat skills.

PERFECT PREQUEL

Joanna Dark with a roll. Her best-selling N64 title is being followed by an equally impressive Game Boy Color title to launch August 25th. With five bonuses, six expansion packs, eight multiplayer modes, 11 types of arenas, and 25 multiplayer maps, Perfect Prequel is a great game. There's a bonus secret connection to the N64 PD game, the Throne of Darkness. What's next? "I'd like to get them together," she said. Sounds perfect.



END THE PERFECT

TO BE CONTINUED...

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Take Two Interactive's two switched-on Paks turn your Game Boy on to the swinging style of Austin Powers—or the anti-swing of Dr. Evil. Groovy, baby, yeah!

Oh, Behave! & Welcome To My Underground Lair!

Austin Powers and Dr. Evil ©2000 New Line Productions, Inc. ©2000 Take Two Interactive

Austin Powers...RC? Dr. Evil...online?

Austin Powers: Oh Behave! and Dr. Evil: Welcome to My Underground Lair turn your Game Boy into a "fully functioning PC" working under either the Austin Powers 2000 and PAB-DOS operating systems or the Dr. Evil 2000 and DEVIL-DOS operating systems. The two Paks have everything you need to study for a challenging career as a swinging secret agent like Austin, or a diabolically dangerous henchman for Dr. Evil. In these technologically advanced days, your spy or sassy training is accomplished mainly through poking around the "computer" screens of the International Man of Mystery or his scheming, assassinating offspring Austin Powers "sub-ma-n" learning to waddo clips and playing games. The games probably won't make you the suave operator or sinister flunky of your dreams—but they are a happening way to pass the day.

If That's Your Bag...

No supervillain or villain would dare leave the house without a gadget or two to use. If Game Boy accessories are your bag, baby, you can use them with Austin Powers, Oh Behave! and Dr. Evil:

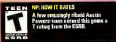
Link Up

You can play a cracked! 32-bit get-rich-quick game called Bank, Thrice, Squares—a two-player game with the help of the Debra-Lite Cable. You need two Game Boys and two Game Paks, too.



Print Out

The real no-ink type is Austin's Pab or Evil Launch Pad can be burned to another Game Boy Color color with the Infra-inkject, or printed out with the Game Boy Printer.



A new rampaging 32-bit Austin Powers game is rated this game a T rating from the ESRB.

Both games invite you to make yourself at home within the digital domain, and you can customize most of the interface to your liking. When you're ready to start exploring your files, just

Your Own Swinging Pad

double-click on things you want to open by pressing B twice, and use the Start Button to minimize a program by selecting, appropriately enough, Min-Me.

Cursor Control



Move the cursor around with Up, Down, Right and Left. To open a menu, exploration or folder, just stop the cursor over its icon and hit B twice. If you just want to see what each icon more exactly, press B once: its name will appear on the Random Task Bar.

Random Task Bar



The Random Task Bar, named after Dr. Evil's bowler-hat to speed handiness, displays the names of selected files and holds any items that are "Min-Me" minimized. You have to use the symbol on the left of the Random Task Bar to shut down a program.

Background Check



Select the Moggie Lair button from the Random Task Bar to set the background and a position and color. The Lay button appears inside the 7x 7 four option folders, so you can change the picture grepping you in the Games folder and quite another in the Gadgets folder.

Icon Help It



In both games, the starting screen has four folders full of fun Austin Powers or Evil Things. Gadget is a smooching area inside each of the folders made many many files and functions for you to find around with. Just double-click on the icon—any way you go.

Go-Go Gadgets

Gadgets is the four-click side of things, with a gateway to PAB-DOS or Evil-DOS, and a widget Analyzer that runs a diagnosis on your Game Boy for viruses. Watch what you do.

around the mushroom cloud-shaped icon, however. That is the Format area, where you can erase all of your hard work with just a few button clicks.

DDS Not All



If you take the juicy DDS extra, you'll love the DDS interface. At the C Prompt, you can type in all sorts of wacky commands. It's just like writing real computer code, only easier. It's an excellent place to enter code. By entering the names of characters from the movie, to start,

Analyze This



While it may seem a little y for your Game Boy to construct a virus, you must always remember that evil for good is what you're doing, so you should use the Analyzer to check your Game Boy's integrity now and then, especially after loading discs.

Put the Groovy in Progroovaps

The Programs and Groovy (or Evil) Stuff Folders are filled with all sorts of brilliant diversions to keep you busy. The Programs are swanky utilities that allow you to jot down notes, surf Austin's

Webpage on the fake Internet, and trade stuff with your agent and henchman friends. The Groovy or Evil Stuff folder is filled with more ways to customize your already fab desktop.



Writing Pad

Austin's Pad and Evil Lurching Pad both allow you to write, save, and print your thoughts in groovy font. You can also send notes to a friend via their message.



Internet

When you surf the Internet, you'll be treated to the made access on easygoing Austin Powers—the actor, the production and the creator for both hit movies.



Calculator

The working number cruncher is a little kooky. Austin's Calculator and Dr. Evil's Revolutionary are ready to help you with those big numbers so you can dole out and conquer.



Trading Center

Feeling generous, are you? You can send a badge, a gun, a social club or street sewer to pals with the net. Mostport. They of course, can also send you back just why.



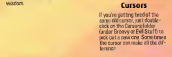
Samples

Both Puka come with many cool clips. Dr. Evil's is fun because of the inspirational saying of Austin Powers, when Welcome to My Underground! Law requires Dr. Evil's words of wisdom.



Color Scheme

Sure, you've changed the background in your desktop—but what about alerts, icons for the Random Hook Bar? The color schemes are great, but they're all dolefully groovy.



Cursors

If you're getting bored of the same ol' cursor, just double-click on the Cursors folder (under Groovy or Evil Stuff) to pick out a new one. Some have a cool car mode, all of the better!



Screen Saver

No one wants to search for an, especially not the international man of mystery Don't fret! Pick your favorite screen saver from those on hand and worry about your screen no more.

The Spy Games

The other areas of Austin Powers: Oh Behave and Dr. Evil Welcome to My Underground Lair are meant for either exploring or customizing the interface, but the Games section is for more straightforward, just play the games and rack up the high scores. If you've got a Game Link Cable, you can play two of the games against a friend who also has one of the groovy Game Paks.



Mojo Maze



In Austin Powers: Oh Behave, you play the Mojo Maze with the orange as on Lagers, picking up coins and avoiding the evil virus monsters. The Lightning Bolt gives you a burst of speed, and the Bowling Balls give you the temporary ability to track your enemies.



Evil Mojo

When you tackle the Mojo Maze in Dr. Evil Welcome to My Underground Lair, you will be picking up Dr. Evil's symbol instead of a mole symbol. You will have to avoid micromen, even though you are at least 10 times as badass as they will ever be.



Rock, Paper, Scissors

A straightforward spin on the schoolyard standby is Austin or Dr. Evil against an opponent from the Top Fashions and Number 2. The opponent comes from the last level played on the rock, paper or scissors selection. Link up with a pal for a real challenge!



Domination

Play a simple game of Austin vs. Evil in another version of the game. You gotta go around your enemy's pieces and flip them over to your color. Hard to miss. X-ray show you where you can't connect (plus one of your pieces).



He's 'Kin Evil

Dr. Evil and Mike go for a frantically dangerous motorcycle ride in the challenging, designed and televised, He's 'Kin Evil, found only on Dr. Evil Welcome to My Underground Lair. Specifics: some-time your using in the funny optic game.

Oh, Behave!

Fans of Austin Powers: International Man of Mystery and Austin Powers: The Spy Who Shagged Me will definitely go gaga for these silly, recursive games. There are many jokes that simply won't make sense to an outsider, from the Random Hook Bar to the Underhoser in Dr. Evil's Internet setup. Still, there's something truly addictive about a digital version of Rock, Paper, Scissors that anyone can appreciate. Shoggoch! ☺



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COUNSELORS CORNER

Your Questions—Our Experts!

Ridge Racer 64

HOW DO I HIT THE HELICOPTER?

There's something you don't see every day: a car colliding with a helicopter. The helicopter appears throughout the game, hovering unrelentingly close to the racetrack, but you won't be able to hit it until you have some speedy wheels—the speedster, in fact. Only the Screamin' Eagle and the Ultra 64 have the bumps under their hoods to knock down the whirlybird. You'll need to use one of the two cars on the first course in X or Z Class. Drive your rocket sled to the hairpin turn just beyond the midway checkpoint, then lie in wait for the chopper. When the helicopter goes around the corner, wait three or four seconds then hit the gas. If you have enough speed built up and hit the jump correctly, you'll slam into the helicopter. Aside from



Wait for the helicopter to go around the corner. Then make tracks for the next jump on the road. Keep trying until you get the timing right.

the gas-sucking thrill of negotiating a high-altitude collision, your efforts will unlock a secret vehicle: the Bory Red Car.



No need to look for the lock box—you're responsible for the red-air collision. Amazing, it causes no damage to your car or the chopper!

HOW DO I SHAVE SECONDS OFF MY TIME?

If you're lagging behind in the early races or if you just want to shave a few nanoseconds off your already blazing times, there are a few general guidelines you can follow. First, and most importantly, don't drift

unless you absolutely have to. You lose time with every drift, so try to fly through the turns at full speed. You should also try to get in front of CPU-controlled cars as fast as you can. Once you're in front of

them, most cars will not bother you again for the rest of the race. Of course, neither of these strategies will help you unless you know the course. Practice in Freerun Mode to burn them into your memory.



Who's with it? The drifting and braking. Grandpa! Take those turns at full speed. Your genetics will eventually pay off with fast times.



Zip past other cars as quickly as possible. Come from behind; victims are rare among CPU-controlled cars.



Freerun Mode isn't just for sightseeing. Go around a track until you know it well, then try out different strategies.

Looney Tunes: Duck Dodgers Staring Daffy Duck

HOW DO I REACH THE ATM IN THE MINE?

If you look to your left while walking across the mine cart tracks over the water, you'll see an oasis on a seemingly unreachable ledge. You can make the jump, but it will take some practice. There's another ledge located a little more than halfway across the water to the right of the tracks. It's an easy leap to the ledge but a tricky double jump to the tracks above it. Cars roll across the tracks at regular intervals, so be prepared to baffle them as you cross to the other side. Jump down diagonally to the ledge to reach the oasis.



The first ledge to the right of the tracks isn't that obvious unless you're looking for it. It's an easy jump, but the next leap takes practice.



Line your feet up so you're facing straight down the tracks—it will be easier to land on the tracks when you jump over the carts.

HOW DO I ENTER HASSAN'S PALACE?

When you first lay eyes on the palace, it's on the opposite side of a deep chasm. You can't climb up the far cliff wall, and a megalomaniacal custodian guards the mouth. You'll need to fill the gorge with water to get across. Maneuver through the cart to a computer on the shore of a lake. Skin past the two guards so a plank that serves as a bridge to a small outcropping. You'll find a large red button with a sign that reads "Don't Push." Luckily, ducks can't read—push it to fill the gorge.



The sign on the big red button clearly means? For goodness sake. Push it! Touch the receiver! The water will flow into the palace gorge.



Once the trench is filled, the palace doors will be just a short swim away. Use barf or air, the doors will be locked until you have ten atoms.

HOW DO I REACH THE ATM ABOVE THE BOXING CLUB?

The mean streets of Planet J are a tough place for a duck to score some atoms, if he's so inclined. You'll have to go to great lengths to attain the prized power particle on top of the boxing club's marquee. It's too

high for a double jump from the ground, and you can't fly up to it—Dodgers is too highly evolved for simple flight. The only solution is to play in traffic. Wait for a speeding car to turn the corner, then jump

as it approaches. When you land on its hood, jump again to reach the marquee. As you might guess, timing is everything with this maneuver. Unless you're very lucky, success is a matter of trial and error.



Somebody has hung an atom onto the marquee of the boxing club. Since you left your fella at home, you'll need to find another way up there.



Take up a position in the aisle in front of the marquee. Then wait for a car to come speeding toward you.



Time your first jump so you land on the hood or roof of the car, then jump again to reach the ledge where the atom is located.

Bomberman: The Second Attack

HOW DO I MAKE POMMY EVOLVE?

Your little friend can evolve throughout the course of the game, but only if you collect plenty of food. Fortunately, food is in abundance. Keep blasting objects and enemies to make meat, fruit and vegetables appear. If you collect enough food on a planet, you will start seeing changes in Pommy on the next planet. The type of food you collect determines what type of change occurs. If you collect meat, he'll get stronger. If you collect fruit, he'll become smarter in his attacks.



Here's open crates to reveal delicious morsels of food. Collect plenty of food to see planet to create Pommy's evolution on the next!



Not only will your little creature transform into Knuckle Type I, he'll also gain a new ability: the power to use his greater strength or intelligence.

WHAT'S THE BEST WAY TO DEFEAT BAELEFAEL?

You'll need to battle a two-headed young Avian Knight named Baelefael before you will be able to escape from Alkanet. Try to collect as many items as you can before you reach him, but don't depend on them to see you through the battle. He'll divide your Remote Control power-up and lock away your bombs, but if you drop enough bombs, you'll score some hits against him. Place the explosives near the corner pillars of the room, where Baelefael passes to launch his attacks.



Keep moving to avoid Baelefael's flame attacks. You should also keep track of your own health—the boss will lock them away the first!



Leave the bombs near the pillars. Baelefael will eventually blunder into to explosion. It takes five hits to defeat him.

HOW DO I ACCESS THE STAIRCASE ON AQUANET?

There is a staircase in the room beyond the fountain on Aquanet, but it will be out of reach until you solve the fountain puzzle. After defeating the enemies in the fountain room, toss an Ice Bomb at the dancing

waters to freeze the fountain into an ice sculpture. Switch to Fire Bombs to shatter your new creation into crystal shards. The staircase will have been lowered in the next room when you return. What appears to be

a short drop from the room's main platform to the base of the staircase is actually impossible, because Bomberman's leaping abilities are too weak. Instead, use an Ice Bomb to create a frozen bridge.



Make an instant ice sculpture—no charges required. Just toss an Ice Bomb to the fountain to freeze the flow.



The frozen fountain leaks like a pine cone! Switch to Fire Bombs. Shatter the ice to lower the staircase in the next room.



Don't try jumping down to the staircase—you'll fall into the water. Create an ice bridge to walk across.

Tomb Raider

WHAT DO I DO AFTER REACHING THE ALTAR?

Activating the Altar is the first major objective in Temple A, but it isn't clear what you need to do once you find it. Just stand in front of it and press Up on the Control Pad to see a cut scene that will fill you in on more of the story. When the cut scene is finished, exit the room using a stairway to the left of the altar. Keep moving left and climbing up until you find a rock wall. Destroy the wall with Dynamite, then move left until you reach the crumbling floor. Activate the nearby switch then climb up an overpassing to grab some Dynamite. Hop over the spike pit then blow up the stairs connecting the hole over a set of handholds. Go down and right then move up two sets of handholds. Keep moving right until you reach a hole—the exit to Temple B.



Press Up on the Control Pad while standing in front of the Altar to begin a cut scene.



Switches and crumbling floors are great when you see them, but you need to blast your way through some walls.

HOW DO I AVOID SPIKES IN TEMPLE B?

You'll make a soft landing when you arrive in Temple B, but don't expect nice pools of water at the bottom of the level's other pits. Instead, you'll often find nasty arrays of sharpened spikes left there by security-minded Anzco. One of the toughest challenges in the level appears right after the first Save Point. A slippery slope leads directly into a lethal landing pad. Avoiding perfection demands quick fingers and perfect timing. As you move down the slide, wait until you are about three-quarters of the way to the bottom then hit Up on the Control Pad while holding down the B Button. If you time the jump correctly, you'll land on a narrow platform with a Large Medipack. Hit the Up/B combination again to leap to the handholds then quickly hit the B Button again to hang on. If you slip up, it'll be Last-er-which.



It may take some practice before you get the timing perfect on the jump from the slide. Be sure to re-evaluate the nearby Save Point before you try the maneuver.



It's easy to jump from the narrow platform to the handholds, but remember to hold or press you make contact by pressing the B Button.

Q&A FAST FACTS

Check! Pick up the phone and give our correspondents a call.

Or write to: **Console's Corner**, P.O. Box 31233, Redmond, WA 98073-1233

In the USA Call: 1-800-288-0767

2000 per minute. Subject matter: 2000 per minute. Payphone not available.

In Canada Call: 1-800-451-4400

2000 per minute. Subject matter: 2000 per minute. Payphone not available.

DAIKAWA

- Q: Can I move?**
A: No. Apparently, you're glib.
Q: What is the highest Skill rating?
A: Level 5.
Q: Do I need one the Skillmaster?
A: Yes. See the Skillmaster 2 of Episode 4, but not before or after.

BOMBERMAN MAX

- Q: How do I use a Chargebox?**
A: Bomb it. *oops*
Q: What's the difference between Red Chargebox and Blue Chargebox?
A: Bombboxes in the star of Blue, and for Red, Blue, in the star of Red. Each version has different uses and Chargeboxes.
Q: What's the difference between Bomberman and Max?
A: Just their names and appearances.

ECW Hardcore Revolution

- Q: How do I get out of the cage?**
A: When your opponent's health is in the red, stand next to the cage door, press the H4 C button.
Q: What's the best wrestler?
A: Top 60 from the main skill levels, so the best wrestler is the one controlled by the most skilled player.

Game

Boy

a-Go-Go

SUMMER LOVIN'

What's not to love about summertime? Sunny days, backyard barbecues, and, if you're lucky, a chance to kick back and sample the newest crop of pin-sized powerhouses for Game Boy and Game Boy Color. This month's lineup features games for practically every taste, including Pocket GT Racing, NASCAR 2000, an action Pak based on the Transformers animated series, the portable version of Truck and Field 2000, an old-fashioned space shooter, and even a mystery/adventure starring Mary Kate and Ashley Olsen. We say again—what's not to love?

FASHION SENSE

She's a legend in her own mind, so it's only natural that the first game in this month's a-Go-Go is Rugrats: Totally Angelica™. In the unique Game Boy Color-only title, you must help Angelica win clothes, shoes, jewelry and other accessories from various stores, and then put together winning wardrobes for the mall fashion shows. The simple adventure is definitely for younger players, but having a little bit of fashion sense couldn't hurt.



Mall Rat

Angelica never does anything halfway, so you must visit every store in the mall to find the perfect clothes, jewelry, makeup and hairstyles! You can make the change from Ragrats to mall rat in just a few easy steps!



Clothes Horse

Each store features a different ring area for you to play! If you win the challenge, you'll be allowed to choose an item from the store as a reward. Check the signs in front of the shops to see the types of merchandise they carry.



Fashion Plate

You'll start the game on the first floor of the mall. Visit each store several times until you feel you have enough items to enter the fashion show. Once you make your final choices, the other Rugrats will judge your outfit and award you points. You can enter the show as often as you like, and once you have enough points, you'll be allowed to call the elevator for and go up to the second floor.



Game Boy

a-Go-Go



Mavin' on Up

Each floor has more shops and a wider fashion show. Keep playing games and earning shows until you reach the fifth floor and the final challenge. If you don't like what you're finding on one floor, use the elevator to revisit other floors and shops.



The Style Game

This contest feature in the game is the Angel-Games! You can use it to generate pointers for your game, as well as swap clothes and items with other players using the internet. It's on your Game Boy Color! Even better, you can type and send e-mail messages to other kids by Angelica Game Paks via e-mail! Who would have guessed the Times! Not even so tech-savvy!



MINGAMES

Most of your time will be spent on the minigames, which range from puzzle games to action-oriented challenges. None are particularly difficult, so with a bit of skill and luck, you'll fill your virtual closet soon enough.



Chuckie's Color Match

Chuckie will light up the colored balls in all different orders. Repeat each sequence correctly to win the challenge. Each ball also produces a musical note, so you can use the sounds to help remember the sequences.



Tommy's Match 'n' Snap

Tommy will flip two cards very quickly, one right after the other. If they match, guess a color they flip back over to win a point. If you guess A when the cards don't match or you don't guess A in time, Tommy will remove the point instead of you.



Grandpa's Cookie Catch

This is one time you won't complain about being stuck holding the bag! The object here is to catch the cookies as they fly across the room. The left controller shoots toward the right side of the room, and the right controller shoots toward the left.



Phil and Cat's Bug Hunt

You'll start this game as Phil. Use her to call the ants! When you find a bug, you'll need to wait for Phil's twin sister, Lil. You must call the bug before it burrows back into the dirt. Collect as many bugs as you can before the timer runs out.



Fluffy's Pinball Maze

Use the springs to direct the ball of yarn through the maze. As the ball nears a corner, tap A repeatedly to activate the springs. If you miss a turn, you'll have to wait for the ball to bounce back. The ball must reach Fluffy's cat before the timer runs out.



Cynthia's Shuffle Puzzle

The classic shuffle puzzle has an added twist. You must undo the puzzle within a certain number of moves to win. The picture sorts of it whole, so watch carefully as the computer shuffles the pieces around the board.

Playboy FUN

On the fifth floor, you'll enter the Mavin' on Up, Playboy Fun! adventure game. Help your merry girlfriends search around the store to find the girls of the month, and then build the letter next to the castle wall. You can also use your magic wand to help the lucky from the walls and find special items.





Grand Touring

How many race cars can you lift with one hand? Thirty-two, if you zoom up Intyreplay's Pocket GT Racing for Game Boy Color. Besides featuring a small fleet of wood-class rides, Pocket GT also boasts 24 tracks, four circuits and three play modes. If that's not enough to see you up, you can also dig into the parts bin and upgrade your engine, suspension parts, muffler, tires and aerodynamics. It's not called "Grand" Touring for nothing!



Lap It Up

Three modes and 24 tracks add up to lots of driving excitement. The GT Park and Time Attack Modes are for one player only, while Battle Mode lets two live drivers against each other in linked competition.



Time Attack

In Time Attack Mode, it's just you against the clock. Once you start a track record, you'll race against your own "ghost." If you're having trouble on a specific track, you can use the mode to practice your fuel usage and manage the race. Time Attack Mode is available for every track that's already available in GT Park Mode.

Unlock and Upgrade

Taking the checkered flag is a great reward in itself, but you'll earn more than mere glory if you do well on the track. Winning or placing in races unlocks new cars, courses and upgrades you can use in future competitions.



New Challenges

You must place at least third in a GT Park race to unlock the next track. Once a track is available in GT Park Mode, it will also be available in Time Attack Mode. You can visit any open track as many times as you wish in either mode.



That New Car Smell

To earn new cars, you must place first in certain races. When deciding whether to use in a given race, try to avoid your car's capabilities to the cause. Top speed for long straightaways and acceleration and handling for twisty tracks.



GT Park

GT Park Mode is where you'll out your complete teeth, challenging your car-park-dwelling opponents in three lap races. When you first start the game, you'll have a choice of 10 cars but only one track. As you win races, you'll open up new courses and greater challenges.

New-To-You

To play this two-player Battle game, you must have two Pocket GT Parks, two Game Boy Color systems and a Game Link Cable. Will you end an intriguing track seat to your opponent, or will you turn out to be the crowd ace on wheels?



What, No Leather?

If you've got first-class taste, you may also wish to upgrade. All parts fit all cars, and while you first upgrade in one car individually, you'll eventually have enough equipment to upgrade all your cars. Once you have at least one upgrade, you'll be able to trade with your competitors in a race.

Get the Record Straight

The game will keep track of your progress in GT Park, so you can look, including your prize in each race. It will also keep a log of your best Time Attack times. Once you begin tweaking your cars, you can switch other tracks and try to break your own records.



Gobs and Gobs

Gobs of Games from 3DO is one of those low-key releases that normally fall well below the video game media radar and yet manage to sell, well, gobs. With no fancy graphics or innovative game play, the modest collection of 14 classic puzzle and paper games will more likely succeed on its timeless appeal.



Timeless Classics

Youngsters on their way whole classrooms with endless replays of Checkers, Hangman and Connect-the-Dots, but seriously, does The Do-Do ever end in anything but "uh... Well, maybe if you were suffering from "food coma" after lunch..."



Connect the Dots

There are several Connect-the-Dot games, including Squares, Triangles and Smiles. In Squares and Triangles, the goal is to complete an entire shape or scene, while keeping your opponent from doing the same. In Smiles, you read the computer's clue lines and connecting dots to draw a continuous line around the board. Whoever can't connect the end of the line to an open dot (or hasn't been connected) loses the match.



Paperless Play

The other paper games include The Do-Do and Hangman. In case you need a refresher on Hangman, it's sort of a game like "Wheel of Fortune" without the wheel or clues. Players must figure out what the six-letter words need next to or in a line. Taking a cue from the modern TV version, that's a good idea to start Hangman on the most commonly used letters: R, S, L, N, A and E.



Checkers

While Connect-the-Dots is more complex, Checkers can also be surprisingly challenging. At least, that's what we told ourselves after the computer never said a word. This game just reminds: that multiple papers are legal, so please playing open spaces below your front line.



Jumping Pegs

The gobs in these screen shots may look like Chess Checkers, but they're not. They're actually one-player "dot" games. The object in most of them is to eliminate pegs by jumping over them one by one, until you have only a single peg left. The trick is to keep the bulk of your pegs close together and not leave any skinnies in cleared areas. It's not over 'til a lot easier said than done!



Scrambled Pictures

OK, we confess—we still can't figure out these things. You can't have a choice as to how the pictures before them is scrambled, so try to arrange what they really look like before you start shuffling the pieces around.



Bored In

In Bored In, you must cover the two boxes to cover the two balls. Squares are? Not quite, especially on the higher difficulty levels. We can't allow more than one side of a box to touch a wall of one time, or you'll have to start over.



Rise to the Challenge

If anything, Gobs of Games will save youngsters the hassle of looking for that Quakers, and parents' worst fears to worry about. It's only their own reports covered in X's and O's. Even better, most of the games have two-player modes that will keep the time adding up fast and. As usual, you'll need two Game Parks, two Game Boy systems and a Game Link Cable to take advantage of the two-player games.



Matching Fun Lines



TOON-FUL TREAT

Steven Spielberg's *Toonsylvania* series has already been cancelled, but the game based on the animated show should be hitting store shelves as you read this. If you're a run-and-jump action fan looking for new challenges, the Game Boy Color-only offering from Ubisoft Entertainment won't hurtle you. In fact, the game's comedy-horror antics and solid, Mario-style game play are almost sure to satisfy.



GHOULISHLY GOOD

The pieces of Doc Frankenstein's monster, Phil, have been scattered around the castle, and it's up to Igor (yes, it's pronounced "eye-gore") to gather them up. It's a good thing the humpbacked Igor is spier than he looks.



Yes, Maw-strel!

As Igor, you can run, jump, punch, throw skulls, and grab onto and climb up the edges of platforms. You must collect skulls to replenish your waning and collect healing herbs to recharge your health meter. Other power-ups include extra lives and items that will increase the overall size of your health meter.

Creepy Crawly

Besides picking up the parts to Phil's body, you must also track down the parts needed to construct your new helmet. The Doc will give you instructions before each of the 35 stages, and a password feature will help ensure your success.



The Garden

Spiders and rats are just two of the dangers you'll face among the varied plantings. Prune with your pump to add to the defenses on the tracks and remember to press Up and Down while standing still to see what's lurking above and below.



The Moat

When using the Diving Helmet, remember to keep an eye on your air gauge. When you're low on oxygen, climb out of the water for awhile to refill your tank. You can also look for a treasure of bubbles to replenish your air.



Switch On

Flipping the switches will open new areas and trigger other special events during the game. Finding the switches is essential to progressing through each stage. There are three switches per stage, so keep your eyes peeled.



Helmet Head

As you progress through your quest, you'll be able to build special helmets. As in the *Videos* games, the helmets will give you new abilities, like the power to transform into a rat or see in the dark, but they must be recharged by bone crystals. You may need to use several of the former helmets to make it through a given stage.



The Cemetery

In the Cemetery, use the Lasso Helmet to light up the ghostly giant. You'll always be able to see yourself, but not the bats and skeletons stalking the shadows. The sparging electricity can't hurt you, and they'll recharge your helmet's battery.



The Roofs

You'll need all of your helmets on this stage, but the new one is the Propeller Helmet. You can jump higher with it, try not to use the wrong helmet at the wrong time.

TOON-FUL TIPS

Each level ends with a boss stage and a puzzle stage. Solving the puzzles will give you a new helmet. Finding the level will unlock the game. Guarding Phil's master's secrets. As a special bonus, if you find the special library, you'll have a warning wherever in *Toonsylvania* you'll be able to use it to unlock hidden stages in *Phantom and Other*. It's a bit tricky.



BURN RUBBER

While Pocket GT Racing is very much an arcade-style game (you can take some time at nearly 300 mph), trying that kind of stunt in *NASCAR 2000* will result in a very messy marriage of car and corner wall. This Game Boy Color-only racer from EA Sports is as wild as you can be, or at least as real as can be on a Game Boy Color screen. You'd better buckle up, kid. See.



Loaded With Options

Most of the game play options on the N64 version of *NASCAR 2000* also come standard on its portable stable mate. It's like buying an exotic sports car at an economy-box price.



Single Race

As the name implies, *Single Race* gets you behind the wheel for one race on any of the available tracks. You can use the mode to benchmark yourself with a driver, track your car's status, and so on. All the play options available in *Season Mode* are also available in *Single Race*.



Season Mode

Season Mode is where you put your money where your mouth is. Run laps through a full racing schedule, moving from track to track and collecting points according to your finishes. The highest point total wins the season and all the bragging rights.

DRIVING SCHOOL

Although "Watch out for that wall!" is always good advice, there's no sure-fire formula for success. We hope our pre-race pointers will help your stock car career.



Tune and Tune

You can tweak just about everything on your car, from the volume of it (so you're not getting in each other's faces) to how long you can go between fuel-ups to aerodynamics and wheel distribution. Don't be afraid to try different setups for different tracks.



From Pit-able to Perfect

Pit stops are crucial, but time-consuming. Try to tweak your car's setup so you can go as long as possible between stops. You can also try reconfiguring fuel usage and the way so you can take care of both aims simultaneously. Near the end of a race, take just as much fuel as you'll need to finish.



Fender Benders

Of course, no Game Boy racing can be complete without a two-player track. One player will be in charge of selecting the track and the number of laps (from two to ten), but both players can choose their own cars and tire strategies (instead of a constant).

CHAMPIONS ALL

Realism is truly the name of this game. There are 66 real *NASCAR* tracks and over 25 real-life drivers, including Dale Earnhardt and Tony Stewart, just to name two. Other features include car damage, the wear and parts upgrades (you can even get a tire race length) and pushes from 25 to 100% of a true *NASCAR* race at that same track. A battery backup feature will help you keep your place in the point standings.



Pre-race Pointers

As we mentioned before, practicing on a track in *Single Race Mode* first will help you analyze out any barriers in your driving technique. In addition, always make a qualifying run before a race, or you'll have to start at the back of the pack on race day. Of course, if you manage to record the fastest qualifying time, you'll start the race in the pole position in the front row.



Winner or Washout?

Never give up an arena. Even if you finish in last place, you'll still win a few points. You can check the overall point standings, so well as statistics on individual drivers and tracks, at any time during a season.

SPACE MARAUDER

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Spaced Out

Space Marauder from Acclaim is a good, old-fashioned, scrolling space shooter—with the emphasis on “good.” The concept for the Game Boy Color-only title is as old as the hills, but with its well-designed levels and tons of power-ups, it’s a welcome blast from the past. There’s even a “secret” difficulty level that you can unlock by beating the game on the Hard setting. If you beat the Ultimate setting, you’ll see a new ending.



Look & Load

While the game is fairly short, its multiple power-ups make the quick ride an exciting one. The various weapons also invite different strategies, giving the game a bit more replay value than expected.



Target Locked

Holding the B Button gives you control over fire, but it also locks you toward a set direction. To shoot in different directions, you must fire one opponent, tap B to fire, and then change the direction you’re facing before firing again. You can aim in eight different directions.



Get Phasers on Purple

It wouldn’t do to send you into a firefight without a bit of combat training, so here are a few tips you can take to the battlefield. Sorry there’s no zero-gravity training, but our shuttle’s in the shop and won’t be back for a week!



A Power-up Saved...

Even if you prefer one weapon, build up all of them. The game will try to use all the power-ups you grab, and if you’re defeated, you’ll lose only the weapon you were using at the time. You’ll return with one of the others you built up.



Switching Bears

The game isn’t just a side-scroller—it’s an RPG, so you’ll build up your stats, too. If you’re stuck behind a wall, as in the screen shot at the left, and the screen scrolls downward, it’s just say you’ll make a great show for the 4th of July!



The Right Tool

Each stage has at least one miniboss and a primary boss. Each boss has a weak spot and may give a weakness to a certain weapon. For example, use the energy ring gun to shoot through the first boss’s body and hit both of its eyes and weak spots.

Charge Weapons

Recharge your basic gun, you can also use one special weapon at a time: either a laser pistol, energy ring gun or missile launcher. As you defeat enemies, some will leave weapon power-ups behind. The power-ups will flash off level borders, showing which special weapon they’ll give you at that moment. They’ll change letters every few seconds. Collect up to five of the same weapon to build up its power to maximum.



Atomic Attack

Enemies will also level behind energy crystals. Four crystals will give you one bomb, which will wipe out all the enemies on the screen. Be warned—if you have eight bombs and then collect four more crystals, your bombs will react to zero.

Access Secret Areas

If you push up at the start of a scene, the screen will automatically scroll through secret areas of the current stage. Those areas, secret to be good places to stock up on weapon power-ups before the stage bosses show up.



Two, Too Cute

Many “girl games” tend to be half-hearted efforts at best, but Mary-Kate and Ashley: Get a Clue! from Acclaim is a small cut above the unfortunate norm. While the mystery-themed puzzles in the adventure will challenge only the very young, the thought and originality that went into the game’s design are evident to people of all ages.



GIRL GUMSHOES

Based on the popular mystery series, Get a Clue! is made up of a series of puzzles strung together to form five “cases.” To solve each puzzle, you must use Mary-Kate, Ashley and their dog in concert to perform different tasks.



Mary-Kate

Mary-Kate, Ashley and their dog, Clue, each have different abilities. Ashley can fly through, as well as pick up and throw Clue as a weapon. If you look closely, you’ll see that Ashley is the one with a lot to her.



Mary-Kate

Mary-Kate can jump high or stretch short and can also interact with objects up to higher levels. Just place Mary-Kate in a strange spot, press X to switch to another character, and then jump and bounce off Mary-Kate’s head.



Clue

Not to be confused with another clauding dog with a suspiciously similar name, Clue can swim, carry one passenger over water and defeat enemies when it drives. Like Mary-Kate, he can also be used as a sort of footstool.

Catch a Clue

Each mystery is made up of 11 stages. In each of the first seven stages, you must figure out how to unlock a cage that holds one piece of a large picture puzzle.



Canine Cannonball

Enemies like cats, spiders, monsters and ghosts will block the path to switches, doors and cages. You must throw your dog at the enemies to defeat them, ridding them of their web-Cues worth. Just be careful where you throw the poor pup!



Mind That First Step...

Use buttons whenever they’re available. Your characters can survive some falls, but falling won’t be helpful if it hurt, nor, not to mention your chances for success.



Clueing In

Each stage contains three clues. If you collect all three, you’ll receive a hint about how to complete the stage. The hints and clues items are abundant, but you get them only if you approach the hint, or guess help.



Extra Lives

Long falls and enemies can hurt you, so pick up heart icons whenever you see them. Each heart will award you one extra life.

POZZING IT OUT

Once you’ve completed the first ten stages of a mystery and found all the picture pieces, you’ll see the completed picture. You’ll then enter the final stage of the mystery, where you must find the object pictured on the picture. If you find the object, you’ll solve the case, receive a password and unlock a special bonus stage.





THRILL OF VICTORY

Romani gave themselves an Olympic role—take all the banner-making excitement of ESPN International Track & Field 2000 for the N64 and turn it into a Game Boy Color version—and they brought home the gold. While the game play in T&F is deceptively simple, winning gold is often just a hair's breadth out of reach. In the end, trial and error brought home the gold.



AGONY OF DE FEET

Actually, it's your fingers and thumbs that will be taxed in their little in the single-event Trial Mode, the ten-event Championship Mode and the two-player Versus Mode. Not all events are available in Trial Mode and events in Championship Mode change at random, but all records and medals will be saved.



100-Meter Hurdle

Press A and B repeatedly and rapidly to build up speed, and then press Up to jump over the hurdles. The trick is to keep jumping while you jump, so you don't lose any speed. If you knock over two or more hurdles, you'll be disqualified.



Vault

The faster you run, the more complex your vault will be. When you reach the hurdle, the computer will display a certain jump sequence. Press it before the timer runs out. To stick your landing, press A when the Landing judge hits the line.



Weight Lifting

You must lift the barbell in three stages. During each stage, after the Strength gauge reaches just the end line, press Up to lift the barbell. Remember that you must keep the Strength gauge above the red line for a second or two before it resets.



Pole Vault

Players may think that it's just a press button to start the vault, but it will start automatically when you reach the foul line. Press Up just before the arrow hits the right side of the Plex meter then again just before it hits the left side.



Trapshoot

You'll shoot at shots for each round. The number of targets per round is random, so don't have more than one or two shots on any single target. Speed will be just as or more important than accuracy in achieving a high score in trapshooting.



100-Meter Dash

It may be the simplest event, but it's also one of the toughest to beat. Just reach the A and B buttons to get up speed. Accelerate like the event is won in fractions of a second. If you do win the gold, you'll get a medal and feel good.



Long Jump

In some events, you must set an angle for a jump or a throw in most cases, we've found that a 45-degree angle is best. The only other advice we have for this long jump is to jump when your foot is right on the foul line.



High Jump

Once again, speed is crucial. When you reach the red line, hold Up to set the angle of your jump. As you leap, an arrow will move across the Receiver meter. Press Down when it hits the line to get your legs into the air.



100-Meter Freestyle

Accuracy is every thing. When the race begins, press A to dive in, then wait until the Stroke gauge appears. Watch the gauge and press B or A just as the bar touches the line. Press Down to turn at the end of the lane.



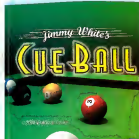
Javelin Throw

Speed, speed and more speed! Many players instinctively strap pumping A and B to focus on the throw. Those last steps are crucial, so don't slip in mid-air. Don't press Up too soon, or you'll let 15 degrees long before you reach the foul line.



Fencing

Your opponent's rarely have anything resembling a computered mind, but they will defend against what you do. You'll have to use a combination of high, medium- and low-level attacks.



RACK 'EM UP

If you like pool games, your choices are very limited—even more so if you want one that fits into your pocket. It's lucky for you, then, that Virtual is releasing Jimmy White's Cue Ball precisely this very moment. Even if you're not a pool shark, the Game Boy Color-only title sports such realistic physics and detailed shot mechanics that you'll want to shout, "Rack 'em up!"

Game Boy a Go Go



SMOOTH LIKE BUTTAN

To play poker well, you have to have a good poker face. To play pool well, you have to be smooth—smooth like, well, you know. Steady hands, nerves of steel and an instinctive grasp of physics will be your keys to victory.



Straight Shooter

In the Practice Mode, you can play a straightforward game of pool in easy rules, just you, your stick and the table. For every ball you sink, you'll win a point. Just don't hog the table, because we get a nice timer here!



8-Ball

In 8-Ball, the first person to pocket a ball is given ownership of that type of ball, either stripes or solids. You must then pocket all your balls and then sink the 8-Ball. If you sink the 8-Ball prematurely, you'll lose.



9-Ball

In 9-Ball, the object is to pocket the 9-ball before your opponent does. You can pocket the 9-ball at any time, but you must hit the lowest numbered ball as the table first, in the correct order. Now you see why it's a children's prize game!



Snooker

Snooker is a very complex game, but in general, it involves striking and pocketing the balls in particular orders according to color. You'll score points when you pocket the correct balls and when your opponent misses a shot.



2 Players, 1 Game Boy

For once, you don't need two Game Boys, two systems and a Terma Link Cable to play a two-player game! Simply use the built-in color-transfer wire with each player taking turns. The computer understands the rules to snooker and knows when to switch.



ALWAYS HAVE AN ANGLE

Pool is all about playing the angles and knowing where and how hard to strike the cue ball. You can't really "eyeball" the shots from the overhead perspective.



A Little Bit of English

When it's your turn, press A to bring up the aiming guide. A dashed line will show you how your shot will travel. You should also remember to hit a bit of the cue ball with "English" on the cue ball. You can't see the ball's path after it hits another ball, but a backup will make it stop.



Zoom-a-Zoom-Zoom

For another view of the action, press Select to zoom away the table. You'll be able to judge the bank shots and better aim your 10-cushion. If you do hit us, the only way to stop your dignity may be to use the aiming guide.



The Right Touch

After you select where you'll strike the cue ball, the power meter will appear. Remember that some shots require more finesse than power. Not every shot has to be a full rafter!



His Body Exists In The
Mundane World.
His Spirit Resides
On A Higher Plane.



In Between Is Chaos.

In this, the first of three HDX™ titles, a young man embarks on a seemingly impossible journey to discover his identity and fulfill his destiny. Can he survive off his wits and a collection of handi-crafted tools and find those which he has never known? Will he ever keep Aiden's spirit from being rightfully lost?

A high-quality 3D experience and beautifully illustrated characters.

- Unique blend of party-based adventuring and first-person combat.
- Written by writer Chris King, creator of the award-winning puzzle game DragonQuest.
- Up to 4 players to add to Aiden's party.



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NINTENDO 64

MARIO TENNIS

Nintendo is set to serve up another smash.

GRAPHICS: The legend of Concelor isn't just about knights and a round table. Concelor (the developer) is making legendary Mario sports games. Even with four players on one screen, no one will get confused in Mario Tennis. And the special effects are so dazzling as the super shots they're meant to enhance.

PLAY CONTROL: Mario Tennis has the most intuitive control of any tennis game to date, and there have been quite a few of those. It's so simple that even a math-science fan can play it and win.

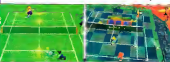
GAME DESIGN: Singles and doubles matches are the headlines in Mario Tennis, but

the special games with tilted courts and rings add even more fun to the mix.

SATISFACTION: MT is one of the most universally appealing games ever. Unlike Mario Golf, the tennis game is full of action, and all four players in a doubles match are active at once.

SOUND: The bright and bouncy music is what you'd expect in a Mario-titled game, and the same is true of the sound effects. No surprises here.

COMMENTS: Scott—For one so few, it's great fun. Drew—It captures the speed and excitement of real tennis. Chris—This game is challenging and addictive. Jennifer—Mario Tennis has progressed game play and a sense of real sports fun.



OVERALL RATING
9.1

- Nintendo 64 Megahits
- 1 to 4 players simultaneously
- 8 game play files
- Nintendo 64 compatible
- 18 characters
- Special tournaments

GRAPHICS
8.7
PLAY CONTROL
9.0
GAME DESIGN
9.2
SAT.
9.7
SOUND
8.6

NINTENDO POWER STAFF SCORES

Chris—9.5
Drew—9.0
Scott—9.0
Jennifer—9.0

HOW IT RATES
The only thing getting soiled on Mario Tennis is the fatty ball. Not only is the game suitable for everybody (and like the ESRB, it's a must-play for every video-game player.

NINTENDO 64

OGRE BATTLE 64

Let the battle begin!

GRAPHICS: The character animations are simple, but the backgrounds and special effects are good enough to make you forget that your little hero is as wooden as a precolonial cardstock. Some of the menu icons are tiny and difficult to see.

PLAY CONTROL: During the game, players direct units here and there over a map. The real test of play control comes when manipulating menus or repositioning characters in formations. Patience will be your greatest virtue.

GAME DESIGN: Fans of the original Ogre Battle have a lot to cheer about. The depth of the game comes from an intricate sys-

tems of developing characters and units and the number and difficulty of the missions. There are three main paths to the game and more than four endings.

SATISFACTION: RPG and strategy fans, particularly those who trade Ogre Battle a cult classic, will be in hog heaven. Action fans will die of boredom.

SOUND: The music ranges from dramatic to lighthearted depending on the activity on the screen. The sound effects during battles crackle and sizzle like fireworks.

COMMENTS: Andy—A monstrously massive RPG that keeps you thinking. Scott—It's not easy building a great army, but if you've got time, it becomes imperative to do so. Jennifer—There aren't enough great!



OVERALL RATING
8.3

- Nintendo 64 Megahits
- 1 player
- 7 game save files
- Nintendo 64 compatible
- 40 missions

GRAPHICS
8.5
PLAY CONTROL
7.7
GAME DESIGN
8.5
SAT.
8.6
SOUND
8.3

NINTENDO POWER STAFF SCORES

Chris—8.5
Drew—8.0
Scott—8.0
Jennifer—8.0

HOW IT RATES
Even when you're on a losing side, it's not that easy to lose. But a hard to win. Includes a strong language, and that's why Ogre Battle 64. The rating from the ESRB.

NINTENDO 64

STARCRIFT 64

Blizzard's classic sci-fi strategy game finally arrives.

GRAPHICS: PC players wish three-thousand dollar machines may sooth, but the graphics for Starcraft 64 look great on the N64. The detail of the units is so good that you won't have any trouble identifying which who.

PLAY CONTROL: Blizzard included some intelligent refinements for the N64 Controller that help players in tasks such as coordinating multiple towers and ordering the construction of new units. Cursor speed is fast—an essential element in the real-time world.

GAME DESIGN: Players will find the original Starcraft game, complete with mis-

sions for all three competing races. If an Expansion Pak is installed, the game explodes with the three levels of Brood Wars missions plus a two-player mode.

SATISFACTION: The single-player missions should be enough to keep most players struggling for months. The two-player scenarios are far more limited than those in the PC version.

SOUND: The music is almost as chilling as a storm of Zerglings. The speech responses to your commands make you feel like a leader.

COMMENTS: Andy—This is a true test of your multitasking talent. Drew—A great part of a great PC game. Scott—You'll want the Expansion Pak for this game.



OVERALL RATING
7.7

- Nintendo 64 Megahits
- 1 to 2 players simultaneously
- Strategy-based scenario
- Nintendo 64 compatible
- Expansion Pak compatible
- 6 levels

GRAPHICS
7.2
PLAY CONTROL
7.8
GAME DESIGN
8.0
SAT.
7.8
SOUND
7.6

NINTENDO POWER STAFF SCORES

Chris—7.5
Drew—7.5
Scott—7.5
Jennifer—7.5

HOW IT RATES
A true test of multitasking talent. Includes a strong language, and that's why Starcraft 64. The rating from the ESRB.

NFL QUARTERBACK CLUB 2001

It's your last chance to join the club.

GRAPHICS: Acclaim fanned the development out-of-house to High Voltage Software—the same group that produced this year's terrific All-Star Baseball. It was a good call. From player model details to 1,400 super animations, including celebrations, the graphics are Pro Bowl quality.

PLAY CONTROL: The big difference from last year's pro showing is the easy pass-charge feature. There's also a new shoulder charge, which makes running plays a viable option.

GAME DESIGN: You can do almost anything in the game that an NFL player,

coach or owner could do. The three standard modes of play—Exhibition, Season and Play-offs—see just the beginning. The Sim Mode places you in a tough position in historic Super Bowls. Ambitious fans can create their own teams and players.

SAISFACTION: NFL QB Club 2000 probably will be the last of the series for the N64, and it's the best. Sim fans and casual players should find it fairly appealing.

SOUND: Mike Patrick and Randy Cross provide solid but repetitious play-by-play and color commentary.

COMMENTS: *Drew*—Sports history nuts will love the Super Bowl scenarios. *Chris*—Many of the problems about playing QBC 2000 are back. I'd wait for Madden 2001.



OVERALL
RATING
7.5

GRAPHICS
8.0

PLAY CONTROL
7.0

GAME DESIGN
7.0

SAT.
7.4

VALUE
7.0

- 1 to 4 players simultaneously
- Remable and Controller Pak compatible
- Expansion Pak requirements
- Updated roster of all 31 teams

HOW IT RATES
E In spite of all the talking going on in the broadcast, NFL QB Club 2001 is no more vibrant than any NFL game, and the players don't sport blood or sweat. Accordingly, the IGN panel of the game on E rating

IGN EDITOR'S CHOICE STAFF SCORES

1.5	Andy
1.8	Chris
1.8	Drew
1.5	Scott
1.5	Seiji
1.5	Seiji

STUNT RACER 64

Go back to the future with SR 64.

GRAPHICS: Boss Games somehow managed to create the look of a retro racer set in the future, which may be the biggest stunt the game pulls off. The '500-style cars combined with the weird-as-hell set of racers since F-Zero X provide the visual appeal. There's a high-res mode even without the Expansion Pak.

PLAY CONTROL: The four cars you start off with have pretty basic controls, but as you win credits you can upgrade your wheels or buy a new car. Penetrating sound is an easy matter of cranking an and double-tapping the Control Stick.

GAME DESIGN: The League structure pro-

vides a round after round of road races as you get closer to the big boss race. You'll race on many courses against a host of thirtieth-century weirdos, and some of them are pretty mean.

SAISFACTION: Boss's last game for Midway, World Driver Championship, was loaded with cool but realistic cars and courses. This game may have less weight, but it's more fun for casual play.

SOUND: The gearheads of the future might have adopted 1950s cars, but their music is a weird mishmash of futuristic percussion and synth.



OVERALL
RATING
7.5

GRAPHICS
8.0

PLAY CONTROL
7.5

GAME DESIGN
7.7

SAT.
7.0

VALUE
6.8

- Midway/IGI Megahits
- 1 to 2 players simultaneously
- Remable and Controller Pak compatible
- 5 leagues
- 12 cars

HOW IT RATES
E As tough as the futuristic drivers look, they take no more than a few minutes to beat. The cars may take a beating, but they keep on spooling, and the ESRB helps them on the way with a smooth E rating.

IGN EDITOR'S CHOICE STAFF SCORES

2	Chris
1.5	Drew
1.5	Seiji
1.4	Scott
1.4	Drew

BLUES BROTHERS 2000

Elwood's getting the band back together for one last gig.

GRAPHICS: Graphics can be judged several ways—by the quality of models, backgrounds and animations and by the quality of the player's perspective and the movement of the camera. Blues 2000 does a good job in the first category and a poor job in the second.

PLAY CONTROL: Moving Elwood is easy, but sometimes it's not so easy to see him because of problems with the camera controls. The camera problems don't ruin the game so much as make parts of it more frustrating than they should be.

GAME DESIGN: Blues Brothers fans will find some fun touches—collecting the

notes in each stage to create new songs is probably the best use of the license. The puzzles, intended for a young audience, aren't overly challenging, and that means that older players will slip through it.

SAISFACTION: For young players who enjoyed the movie, Blues Brothers 2000 is a fairly gentle play, although the camera control will cause some problems. The dance concert isn't as cool as we'd hoped.

SOUND: The highlight of the game is the music, which features classic blues songs. **COMMENTS:** *Andy*—They could have done so much more with the music-based games.

Drew—I'm still waiting for the later video game. *Seiji*—The megapipes are fun but too short.



OVERALL
RATING
6.8

GRAPHICS
7.0

PLAY CONTROL
6.0

GAME DESIGN
6.8

SAT.
6.0

VALUE
7.0

- 1 to 2 Megahits
- 1 player
- Remable and Controller Pak compatible
- 4 stages

HOW IT RATES
E Comic-strip violence of the top-of-the-head type is common in Blues Brothers 2000, but it's of a very mild nature and the ESRB put it at the just-farmer's E rating.

IGN EDITOR'S CHOICE STAFF SCORES

7.3	Chris
7.2	Drew
6.7	Andy
5.5	Seiji
6.5	Seiji

TUROK 3: SHADOW OF OBLIVION

Turok falls under the shadow of oblivion.

GRAPHICS: The third installment of the Turok legend on Game Boy Color features nice use of color and excellent Turok animations. Levels tend not to have much variety, though, so it seems as if you're on a treadmill.

PLAY CONTROL: Turok responds instantly to your movement and firing commands. Weapon selection is accessed with the Select Button. When driving vehicles such as the tank or boat, you'll have to get used to the changes in the controls and there may be a lag in response if the vehicle is moving slowly.

GAME DESIGN: Turok 3: Shadow of Oblivion turns out to be a simple action title without much challenge. The liberal number of Med Kits available from enemies ensures that you won't have the big one very often.

SAISFACTION: Turok fans generally expect more of a challenge. Players will find the entire game within an hour or so.

SOUND: Good music and sound effects. **COMMENTS:** *Scott*—Nice production value and very little content. Too bad. *Chris*—The transitional scenes with the tank are cool, giving the game some linkage, but the level just goes on and on with the same scenery and events. *Seiji*—Way too easy. *Andy*—There's a tank? *Scott*—Jennifer—Too much forward-scrolling can get a disaster banner soon. The story line is confusing and unexplained.



OVERALL
RATING
6.7

GRAPHICS
7.0

PLAY CONTROL
6.7

GAME DESIGN
6.8

SAT.
6.0

VALUE
7.0

- Activision Megahits
- 1 player
- 5 worlds
- 4 languages

HOW IT RATES
E There's a certain violence in Turok 3, but you never see the blood or death (instead of a name). Apparently, the ESRB doesn't worry too much about on-screen, and they gave the game an E rating.

IGN EDITOR'S CHOICE STAFF SCORES

1.5	Chris
1.5	Andy
1.5	Drew
1.5	Scott
1.5	Seiji

AUSTIN POWERS: OH, BEHAVE!

(new) WELCOME TO MY UNDERGROUND LAIR!

Austin and Dr. Evil are groovy, baby!

GRAPHICS: The contest of Oh, Behave! and Welcome to My Underground Lair! are so similar that we're reviewing them together. Both games allow the user to customize the interface to an unprecedented level. Austin Powers fans will find reminders of the movies with every push of a button. It looks like ONE MILLION dollars!

PLAY CONTROL: What play control? The Data are filled with gags and info. The minigames that are included require only simple controls. Even so, the play control on the Mojo Man and other games isn't as sharp as it should be.

GAME DESIGN: The Data feature an odd combination of PC features. The wallpaper and DOS commands, and several games and organizer areas. Everything is a reference to or a joke based on the movies.



OH, BEHAVE!

WELCOME TO MY UNDERGROUND LAIR!

SATISFACTION: Fans of Austin Powers will have a lot exploring the menus, clicking on everything, going to the internal internet sites, changing backgrounds, etc.... But if you want an actual Austin Powers game, forget it.

SOUND: No Mr. Bart Bacharach. It's just not happening, baby. The sound bites from the movies are fun, though.

COMMENTS: Chris—J like the invariable number of photos, movie clips, sound bites and movie info. Scott—I love AI!, but this will get old fast.

OVERALL RATING
6.5

GRAPHICS 7.2	PLAY CONTROL 6.2	GAME DESIGN 6.8	VALUE 5.8	SOUND 7.2
------------------------	----------------------------	---------------------------	---------------------	---------------------

• Robotic Detective Mission

• 1 to 2 player simultaneously

• Artificial intelligence

• Big intro features

• 8 new, say-what? minigames

HOW IT RATES:

The unique backgrounds and minigames are a creative idea, but the lack of actual Austin Powers product. The ESPR is not the theme and played a T rating on both Game Paks.

ESR: 1A—Chris
1A—Andy
1A—Joey
1A—Scott
1A—Drew

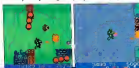
SPACE MARAUDER

Rural is back with a new name.

GRAPHICS: Remember Rural Fighter? Well, it's back in a Game Boy Color done. The action blazes just like the upgradable weapon of the Space Marauder. Although SM is a basic forward-scrolling shooter, the backgrounds and characters all look pretty much like they did ten years ago.

PLAY CONTROL: As quick and responsive as a race car, Space Marauder is total twitch. If you memorize the locations of enemies, you'll fly through unscathed, and you'd better be fast. You can aim in any direction and lock on your aim by holding the B button.

GAME DESIGN: Several challenges await the fortunate gamer who picks up Space Marauder. The classic shooter stages include dead ends where your space-suited fighter can get trapped and crushed. In



addition to badlands that fly at you, you'll have to watch for stationary shooters, minibosses and stage-ending bosses.

SATISFACTION: It's an old school shoot-'em-up that pushes the right buttons. **SOUND:** The music is nothing fancy, but it's as fast as the action in the game and it keeps you pumped.

COMMENTS: Scott—You may blow through the game fast, but you'll have fun doing it. Andy—Modest, but marvelous.

Jennifer—It's not the prettiest thing in space. Chris—When the lead looks the same all the way through, it's not plain annoying.

OVERALL RATING
6.4

GRAPHICS 6.3	PLAY CONTROL 7.2	GAME DESIGN 6.0	VALUE 6.5	SOUND 6.0
------------------------	----------------------------	---------------------------	---------------------	---------------------

• Attack Minigames

• 1 player

• Passwords

• 8 stages

• 3 levels of difficulty

HOW IT RATES:

Apparently the ESRB has such little trouble with the retro-futuristic space shooter that it was able to assign it an ESRB rating that gives the game an E rating with no descriptor.

ESR: 7.5—Andy
7.5—Scott
7.5—Joey
7.5—Chris
7.5—Drew

1990 LEADING THE MONTH

ESPN TRACK & FIELD

• Most of Highlights

• 1 to 2 players simultaneously

• Game Link compatible

• Battery-backed memory

• 11 sports

Konami takes home the gold for creating a stylish track & field game for GBC. ESPN International Track and Field has a lot of graphics help when it comes to setting foul lines or just appreciating your athlete performance.... Some of the events seem as challenging as the real sport, but practice will lead to glory.

OVERALL RATING
7.1

GRAPHICS 7.2
PLAY CONTROL 7.4
GAME DESIGN 7.2
VALUE 6.9
SOUND 6.9

TOONSylvania

• Use Sathy's Magma

• 1 player

• Passwords

• 8 stages

• BGC exclusive

Sold platform action video production values will be up to the bat's eye when played into your Game Boy. For some time, you must collect an assortment of items in surprisingly large and complex areas. Each area features a boss battle and a special puzzle. It's definitely a challenge.

OVERALL RATING
6.6

GRAPHICS 7.2
PLAY CONTROL 6.5
GAME DESIGN 6.5
VALUE 6.4
SOUND 6.9

TOTALLY ANGELICA

• TMG's Magazine

• 1 player

• 1 stage

• BGC exclusive

• Infrared exchange feature

Angelica's cousin the showbiz starling is still four from the Grammy. She's a real starling, played into your Game Boy. For some time, you must collect an assortment of items in surprisingly large and complex areas. Each area features a boss battle and a special puzzle. It's definitely a challenge.

OVERALL RATING
6.5

GRAPHICS 7.2
PLAY CONTROL 6.5
GAME DESIGN 6.5
VALUE 6.4
SOUND 6.9

MAD KATZ AND ASHLEY: BE A GURU

• Action/Strategy

• 1 player

• Passwords

• Game Boy and BGC compatible

The twin boss battle is a real challenge. Ashley and Katz are back with their third day in Action's second MKGA title. Players also each of their own to pass through various areas and pick up clues. The characters are a bit weird and the graphics are top-notch, but the game has plenty of good stuff.

OVERALL RATING
6.3

GRAPHICS 6.3
PLAY CONTROL 6.3
GAME DESIGN 6.3
VALUE 6.5
SOUND 6.4

NASCAR 2000

• EA Sports' Magazine

• 1 to 2 players simultaneously

• Battery-backed memory

• BGC exclusive

• 8 tracks

It may not seem like a Game Boy Color title could really capture the feeling of NASCAR racing, but the Pak from EA Sports and THQ does a pretty good job. Players can't sit out on the NASCAR circuit with real drivers and cars that they can tune for varying conditions. It's an overall hit.

OVERALL RATING
5.5

GRAPHICS 6.2
PLAY CONTROL 6.3
GAME DESIGN 6.3
VALUE 6.2
SOUND 6.3

BEHIND THE NUMBERS AND NAMES

EVALUATIONS

The evaluation team rates your playing and evaluating games for the Nintendo and Microsoft systems. They all have their favorite titles, games, features, play and reviews. They'll give you an overall rating. You'll find the game you're looking for in each issue.

ANDY: Action, Adventure, Puzzles

JASON: Adventure, Action, Puzzles

ARMOND: Fighting, RPGs, Adventure

JENNIFER: Adventure, Fighting, Action

CHRIS: Action, Sports, Adventure

OLIVER: Action, Racing, Puzzle

DIAN: Action, Adventure, Sports

SCOTT: Sports, Adventure, Adventure

DREW: Adventure, Simulation, RPGs

SONJIC: Puzzle, RPGs, Fighting

HENRY: Fighting, Action, Sports

RATINGS

Each rating is assigned to reflect its overall importance when evaluating the game. We find the graphics and Game Design are the most important categories. Each category has its own set of ratings. We'll give you the overall rating for each game.

GRAPHICS
20%

PLAY CONTROL
20%

GAME DESIGN
25%

SATISFACTION
25%

SOUND
10%

AGE RATINGS

These are the official ratings from the Entertainment Software Rating Board that reflect appropriate age for players. To contact the ESRB, call 1-877-774-6375.

C Early Childhood

T Teen (13+)

A Adult (18+)

E All Ages

M Mature (17+)

RP Rating Pending



EA Sports kicks off another season.

PAK WATCH

The inside source for all Nintendo News.

THIS MONTH

POKÉMON PUZZLE LEAGUE



Pokémon puzzle is now back on a classic game.

ARMY MEN: SARGE'S HEROES 2



Plastic combat continues.

POLARIS SHOOTERS



Over the hills we go.

SPIDER-MAN



Action was through.

POKÉMON IS IN A LEAGUE OF IT'S OWN!

Every once in a while a game comes along that is so fun that it keeps coming back with a tweak or a new cast of parts. Perhaps the best example of such a timeless game is Tetris, but not far behind in popularity is a cute little puzzle game that began life in Japan as Panel de Pon. In North America, Panel de Pon got its start as Tetris Attack for the NES, and it's likely to win over its largest audience to date.

Pokémon Puzzle League features characters from the TV series including Ash, Professor Oak and Team Rocket, not to mention lots of Pokémon. The characters interact with the player by making challenges or giving advice. Pokémon graphics live up on the game boards as well as the cinema scenes that precede the games.

Puzzle Village is a map where players choose the type of game

they want to play, view records, get tips or enter a two-player match. The basic game involves flipping piles of blocks so that at least three matching blocks are aligned vertically or horizontally. If more than three blocks are aligned, or more than one type of block is aligned, players score more

points. It seems simple, but the strategies for getting combos and chains are mind-boggling. An incredible new 3-D version of the game places blocks in a cylinder that players move around when looking for matches. Other modes include timed matches, preset puzzles and the league matches between Pokémon characters.

Pokémon Puzzle League isn't a Pokémon collection game, and players never fight using Pokémon. Even so, the puzzle action is as good as it gets. The Pokémon connection might be a bit tenuous, but Pokémon fans and everyone else will enjoy the game when it's released in September.



SARGE RETURNS TO MEET NEW PLASTRO THREAT

Army Men: Sarge's Heroes 2 from 3DO marches into arenas that fall with a new mission and more of the action and humor that made the original Army Men for the N64 so popular a year ago. Sarge and his girlfriend Vikki must march with a revitalized General Plastro of the Tin Army and Bridgette Blea, a female foil blue spy. Ranging from the Plastic World to the real world, the action includes mission objectives and lots of laughing may at plastic enemies. 3DO also gives a nod to strategy by providing Sarge with a wide variety of skills and weapons to use in different situations.

Mean and Green

Sarge and Vikki have their work cut out for them, but they have help, too. During their missions they'll find enough weapons to melt a plastics factory: Assault Rifles, Bazookas, Flamethrowers, Shotgun, M-60 Machine Guns, Sniper Rifle, Grenades, Grenade Launchers, Mortars, Minesweepers, Mines and TNT. Aiming is semi-automatic. If you get close to an



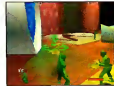
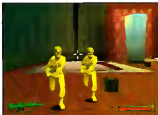
enemy, your weapon will swing to target that foe. From a distance, you'll want to use the first-person aiming control. The play control is a bit tighter than last year's Army Men's, but the overall controls are similar and easy to use. One big difference is that you'll take control of Vikki in some missions.

The Thin Red Straw

The concerns and perceptions of plastic warfairs are not the same as for flesh-and-blood humans. Sarge's 18 missions take Vikki and herself back and forth between the Plastic World and the real world of an average, suburban home. Tinsage-in-check humor is found everywhere, from labels on products to the deadpan cinematic sequences that tell the story between action levels. Mission objectives involve rescuing hostages, destroying enemy positions, protecting characters, calling in air support and finding things like a supply of sensors. *Assets aren't huge, but you'll interact with practically everything in them.* Army Men: Sarge's Heroes 2 will most likely earn a *Teen* rating from the ESRB, but remember that the mock violence is far from realistic. The feeling is more the Toy Story with an attitude.

Rally the Troops

Perhaps the best way to play Army Men is with other humans. Up to four players can join in the action, working as teams or individuals. With Expansion Pak support, the graphics look sharp even with four open windows. Even without the Expansion Pak, though, you can run the game in Letterbox Mode for a wider perspective. This year's offering from 3DO delivers more action, new areas, tons of laughs and excellent graphics and sound. Plastic has never seemed so alive.



Are those plastic bullets, Sarge?

Pak Play

Hands-on previews of upcoming games.

MADDEN SCORES AGAIN

Madden NFL 2002 takes the field for EA Sports with Expansion Pak enhancements, a Two-Minute Drill Mode, Franchise and Custom League Modes and cool new Madden Cards that you collect by completing the Madden Challenge. The graphics are the best ever for a Madden game, and the playbooks are just as good as ever. This year's Madden features

players with realistic body sizes so linemen are huge and wideouts are small and fast. Pat Summerall provides steady play-by-play while Madden's color comments add some in-depth perspective to the game. This Madden is so polished that you can practically see yourself in it. We can certainly see ourselves playing it a lot when it's released this September.



THE BLITZ IS ON

On the other side of the field from Madden is Midway's latest offering of NFL Blitz. The 2001 model boasts the same intense arcade action as previous Blitz games, but it, too, seems more refined than ever. The two-, three- and four-player modes rock so hard they

should be inducted into the Hard Rock Cafe. Extras include an excellent Training Mode and five wild Fury Games including Jet & Goal Punt, Goal Line Stand, QB Fury, Receiver Run and Punt Fury. And what could be better than designing your own helmet-popping plays in the Blitz Editor? There really is no competition when it comes to multiplayer football fun.



ITSY BITSY SPIDER-MAN PAK WATCH

Peter Parker faces the challenge of his life when mutants are released as an unsuspecting cry from Dr. Connors' lab. Activision's Classy Game Boy Color take on the Marvel Comic superhero is on its way this fall, and the development team at Vicarious Visions is doing a wonderful job. Great graphics for the comic book-inspired cinematics and action scenes are just the start. Spider-Man has signature moves such as web-slinging, wall-crawling and spider sense. Even more impressive are the smooth play control and top-notch sound quality. Spidey can use special items and increase his attack and defense power almost like in an RPG. The arena are huge, but a password system will keep you going. You'll definitely want to sit down beside this one.



VATICAL CHILLS

When nothing matters but shattering the pristine quiet of a snowy day, plowing along woody trails and frothing your engine, then you'd better get hold of Polaris SnoCross for the N64. The first snowmobiling game ever for the N64 packs plenty of graphic punch that is guaranteed to freeze your eyes to the screen. Our test-drive version wasn't com-

plete, but the slipping and sliding gave a good sense of the wild ride promised by the finished game. Tournaments, multiplayer races, quick-start races and both cross-country and across events are included along with a full lineup of Polaris snowmobiles. Polaris SnoCross is bound to be the fastest thing on no wheels this winter.



Racing in a winter wonderland....

Pak Peek

What's breaking in the world of games.

Pika N64?

Pikachu, star of screens, card games and video game systems, will be commemorated on a special edition N64 until this holiday season. The blue N64 Control Deck features a mixed-relief figure of Pikachu. The Power Button is a Poké Ball and the Reset Button is Pikachu's foot. Once switched on, Pikachu's cheeks light up. Officially called "Pikachu Nintendo 64," the console will find its way to market first in Japan this summer. No official



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N64 game. We can't say that we're surprised. Paradigm Entertainment has been churning out high-quality video games since the original Flotwings for the Super NES. Standout games such as Duck Dodgers, F4 World Grand Prix and Beetle Adventure Racing are hard to ignore, and Infogrames has been looking to strengthen its presence around the world. But the biggest news is that Paradigm will be spending much of its resources developing games for Nintendo's upcoming Dolphin system. Sure we dream of Duty on Dolphin?

Tiggers are wonderful things

NewKidCo and Disney Interactive are teaming up to bring Tigger's Honey Hunt to the N64. The game will be aimed at players ages four-years and up. Their mission is to bounce around the 100-acre wood in search of honey for Pooh's party. Three mischievous gals give players the chance to earn special moves such as the Tigger-tastic Bounce, which will let them reach new areas. Nine levels are packed into the

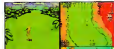


Parker's Honey Hunt

game, and the fun should start early this fall, possibly by September.

Tiger's tale

The most famous tiger in the news these days is Tiger Woods, and EA Sports has joined the PGA star's popular arcade golf game, CyberBite, to Game Boy Color. With three courses, wacky Power-ups, Rapid Shot Mode, the Kid Tiger character

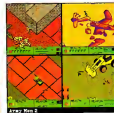


CyberBite

and a Game Link option, CyberBite is loaded with thrills. Look for this caddy pak in about a month.

In the army now

Army Men 4 for Game Boy Color features some great cinematic screens and more inventive and involving game play than the last version. The play control and graphics have been improved substantially from 3DO's first attempt at stuffing their popu-



Army Men 4

lar franchise into a GBC format. The game emphasizes the real world over the plastic world and exploration over mindless mission objectives. 3DO hopes to have Army Men 4 on the frontline by August.

COMING SOON

Three for the road

Let's take a quick tour around the world of Game Boy Color developers. Ubi Soft sent a very early version of Batman Toad Chase. Although the game itself was far from finished, the graphics captured the



The New Batman Adventures

look of the Warner Bros. series, The New Batman Adventures. The glibby through Gotham will commence in October, and players will have the choice of guiding Batman or Batgirl through all levels of crime-fighting action, including driving the Batmobile, Batsycle and Jetwing.

Video Entertainment gave us a peek at their AMF Bowling game, which is due later this month or in September. The amount of speech packed into the



AMF Bowling

game is amazing. The game features Practice, Tournament and Two Player Modes, so while you're waiting for a lane to open up at your local alley, you can get in some quick frames.

Midway's NFL Blitz 2001 is yet another Game Boy Color product with exceptional synthesized speech and sound effects. The overhead view reduces the impact of the arcade hitting on the field, which is too bad, but most of the other features of the Blitz series have been included.



NFL Blitz 2001

The World is Not Enough



EA

Pokémon Gold & Silver



Nintendo

The Legend of Zelda: Majora's Mask



Nintendo

Tar Express



Infogrames

Disney's Donald Duck



Ubi Soft

The Little Mermaid II: Pinball Frenzy



Nintendo



RELEASE FORECAST

JULY 2001

AMIGA COMPATIBLE

THE BEST MATHS
BURY WITH BARNEY'S BROTHERS 2
DINO TROUSERS
KICKMAN BROTHERS
100 MOUNTAIN ROAD
CRUISEY CRUISEY
JIMMY'S GUNNIE EGGS
FURNAL DARTS
MY TIRE, PLEASE
THE UCHON OF ZEPHUR
MAGNET 3 BRATE
MAGNET 3000
MAGA RAIL 44
MAGNET'S SPEEDWAY 204
THE NEW ADVENTURES OF BERTIE
MY BUILT THIS
POLARIS SNOWBOSS
PROMAN PULLIA GARDEN
POWER BARBERS
DUPLOITIER PRISON
RABBIT 2 BOMBERS
RATIONAL COMPROMISE
SIDE SHOT
SEA-ROO BROTHERHOODS
SPYVA HILL 2000
STREET 2000 RETURN
TAL EXPRESS
TIGER'S HONEY HUNT
THE WORLD IS NOT ENOUGH
D. WINDY MOUNTAIN
ARISE & FIGHT BACK
AUGUS
ARF FOWLING
ARMY MEN 4 AIR ATTACK
ARMY MEN 5
BIZON POWERS: THE PRINCE
BLANK'S SLOTTED ROSS
B. MARIK: TITAN CHASE
BRIFF THE VAMPIRE SLAYER
CASTLEMANIA 6
GARDENING POTTERIES 2001
MAGA 2000 POKÉ CARTRIDGE

ARC 1

CHYRONEN
GALAXIANA ADVENTURE
GODDIT'S GARDEN
GODDIT'S DONALD DUCK
GODDIT'S POKÉ 5 BALL
LIGHTNING OF SPACE COMMAND
DIRECTLY 8000 COUNTRY
DR. EGGS: THE LEGION OF THE UNDERGROUND LION
HUN 2000
GAMBIT LINGROS
HONEYBEE HONEY 2
RETRICS
INSPECTOR BARBIT
LEGEND OF THE LIVING KING 2
THE LITTLE MERMAID II
FURNAL PRINCE
GODDIT TIGER
COLLECTOR: ATTACK!
AND INTERVIEW 2 PRO WEEK
MAGA RAIL 2
PERSIC CAR
PROMAN PULLIA GARDEN
PROMAN SOLD
PROMAN TIGER
PROMAN 2000 GALLE
POWER BARBERS
LIGHTNING BROS
RETURN OF THE NINJA
REAR END OF THE ROAD
SAS BRACKENBROOK BUSH
THE LAMPSON
MAGNET ALL-STAR
LETTERE DANCE
STREET 2000 CASINO
3 TIC
TERRITORY
TIGER'S HONEY HUNT
LIVING
WOLF BROTHER'S THE SINGLE BOOK
THE WORLD IS NOT ENOUGH
WITH NO BEECH
5-BALL MOUNTAIN POKÉ
DICE

FUTURE

CONTRIBUTOR 5 BAO FOR MY
30000000 PLANET
LIVE LIVING 64
POWER BARBERS
P. 66
CASINARIES OF MOUNT & MARIK

LEVEL: THE PRINING OF
A LEGION
MAGA WALKER
PACIFIC DOCTOR
TIGER TROUBLE
ARISE: THE FORCE
LEADS TO TITAN

NINTENDO 64
GAME BOY COLOR

Coming Next Issue...

Volume 136, September 2000

The World Is Not Enough 007

Make arrangements for a tuxedo fitting, because you're about to step back into agent 007's shoes. Electronic Arts has taken over the Bond license in the hotly anticipated first-person shooter, but you'll feel right at home in *The World Is Not Enough's* objective-based missions. Report to M for a full briefing in our September issue.



Pokémon Puzzle League

Even the most dedicated Pokémon Trainers know there's more to life than battles. Take a sneak peek at the hot new puzzle game that has Ash and company glued to their N64s.

Army Men: Sarge's Heroes 2

There is no peace in sight for 3DO's plastic warriors. We'll pass you the field glasses for an advance look at the green war machine bearing down on your N64.

Football Roundup

Midweek 2000

Don't make a snap decision and run with the first football title to take the field. Let us sort out the Xs and Os for you in this season's lineup of gridiron games for the N64.



Game Title	Platform	Developer	Release Date	Price
Army Men: Sarge's Heroes 2	N64	3DO	2000	\$49.99
Pokémon Puzzle League	N64	Electronic Arts	2000	\$49.99
The World Is Not Enough	N64	Electronic Arts	2000	\$49.99
Football Roundup	N64	Various	2000	\$49.99

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NP BACK ISSUES

Plus Nintendo Game Boy Advance mini-review! See page 43 for more!

See the Back Issue Top 500 Data Base collection in our special Nintendo Game Boy Advance issue. See the Back Issue Top 500 Data Base collection in our special issue on Nintendo Game Boy Advance mini-review! See page 43 for more!

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